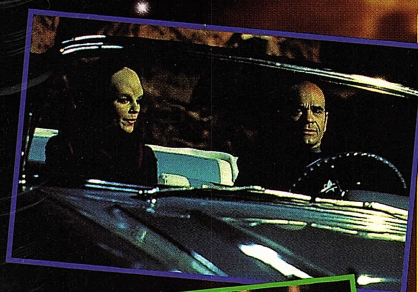




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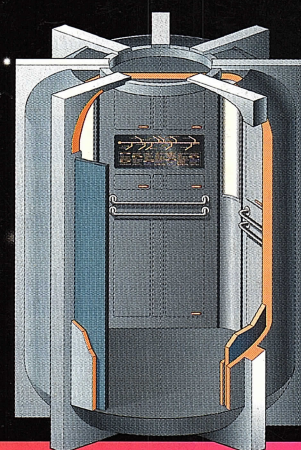
The Mirror Universe Kira Nerys
Continuing adventures of the evil Intendant



Danara Pel and the EMH
An unlikely romance for the Doctor

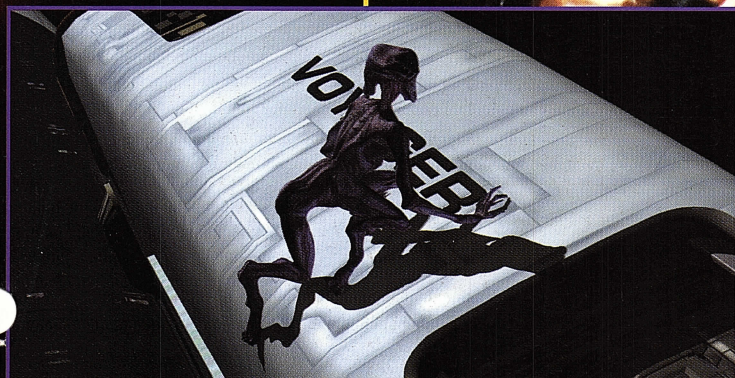
Klingon Weapons
Battling for the Empire

Omicron Ceti III
Flawed paradise planet



Turbolifts and Transporters
Aboard the U.S.S. DEFIANT NX-74205

Vulcan Leisure Activities
Music, meditation, and games



Species 8472 and the Hirogen
Under threat from relentless hunters





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CONTENTS: PART 157

The Guide to the STAR TREK Galaxy

VULCAN Leisure
SPECIES 8472: Hunted by the HIROGEN
OMICRON CETI III

FEDERATION STARFLEET

U.S.S. DEFIANT NX-74205: Internal Transport Systems

Non-FEDERATION Starships

The FERengi POD

Personnel Files

KIRA in the MIRROR UNIVERSE (Part 2)
DANARA PEL

Equipment & Technology

KLINGON Weapons
STARFLEET Captains' Uniforms: 2360's to 2370's

Starship Log

STAR TREK: THE NEXT GENERATION – 'True Q'/'Rascals'
STAR TREK: DEEP SPACE NINE – 'Favor the Bold'

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COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

Supernovas
The BAJORAN PROPHETS

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DEEP SPACE NINE: CAPTAIN SISK0's Quarters
U.S.S. DEFIANT NX-74205: Weapons and Defenses

NON-FEDERATION STARSHIPS

TEROK NOR

Personnel Files

SPOCK's family
RO LAREN's BAJORAN Heritage
DAMAR: Hero of the Resistance

EQUIPMENT & TECHNOLOGY

Cryonic Chamber

Starship Log

STAR TREK VI:
THE UNDISCOVERED COUNTRY (Part 6)
STAR TREK: THE NEXT GENERATION –
'Chain of Command', Parts I and II

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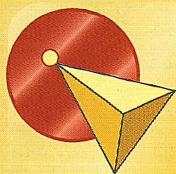
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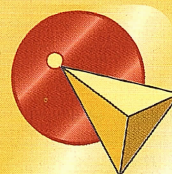
THE
VULCANS

The Guide to the STAR TREK Galaxy

FILE 8

CARD 6

VULCAN LEISURE



THE
VULCANS

The **Vulcans** are a serious and contemplative race, but they do realize the importance of relaxation. They enjoy a number of pastimes from their own culture, and are often willing to play alongside other races.

The stereotypical notion that **Vulcans** spend all their spare time alone, pursuing mental perfection, is only partially true. Vulcan culture has developed many leisure pursuits of its own, and the race has also been known to enjoy pastimes from other cultures. For example, Vulcans have attended sumo wrestling matches, thrown darts, sat around a campfire, and played baseball.

Maintaining mental discipline and emotional control is

important to Vulcans, however, and many achieve this with meditation, employing meditative games such as **kal-toh**.

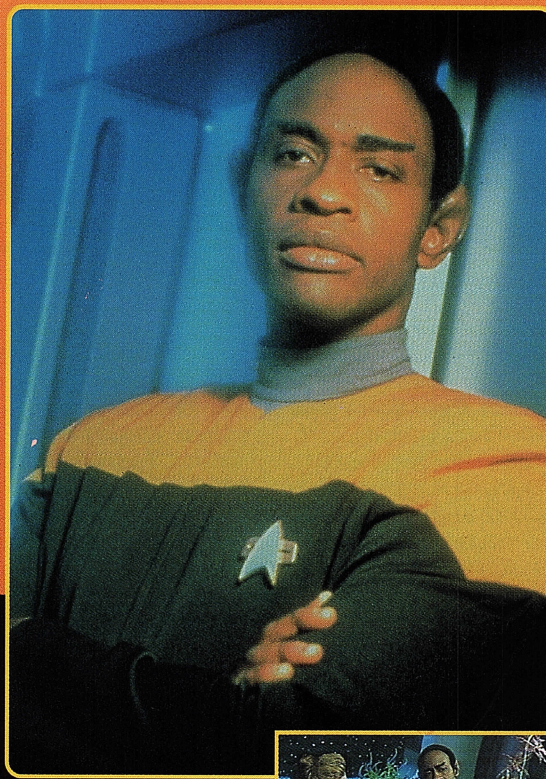
A peaceful way of life

Another meditative tool is known as **keethara**. The user closes their eyes and then attempts to erect a desktop structure out of rectangular and triangular keethara blocks, while simultaneously reciting the Vulcan foundations of structure, logic, function, and control. This exercise, practiced in a quiet, dimly-lit room, stresses spatial acuity. The final shape of

the keethara – which translates as “structure of harmony” – is said to reflect the builder’s state of mind. Disharmonious thoughts cause the blocks to tumble in mid-assembly. A Vulcan citizen may even opt to drop out of working life for several years to study the **Kolinahr** discipline and be cleansed of all emotion.

A Vulcan in **Starfleet**

Tuvok fills his leisure time with activities from his own culture, such as Vulcan poetry and kal-toh, but also enjoys Earth games and sports such as sumo wrestling, martial arts, and rummy.

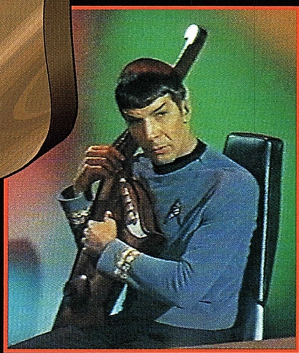


SHARED ACTIVITIES

Familiar pastimes

Many of the leisure hours on the planet Vulcan are filled with activities familiar to most humanoid cultures. Vulcans like to spend time with their mates, offspring, and family pets such as sehlat. Fathers may even sing a bedtime song, such as the 348-verse ‘Falor’s Journey’, to please their children. Adult pastimes range from cultivating flowers, traveling to the Vorothe Sea and hiking Vulcan’s Forge, to playing the Vulcan lyre. Vulcans take in native works of literature and poetry, including Delvok’s etudes, and also enjoy interpretations of other cultures’ works, such as Soral and T’Penna’s performance as Rudolpho and Mimi in the Earth opera ‘La Boheme’.

Spock is a keen player of the Vulcan lyre, a small, harp-like musical instrument.



Uhura has also mastered the Vulcan lyre. She plays it herself or sings an accompaniment to Spock.



The popularity of the Vulcan lyre extends into the mirror universe. The instrument is nearby as Intendant Kira Nerys frolics with a Terran slave. A Vulcan attendant stands over them.



Many Vulcans breed flowers such as large, indigenous orchids.



Tuvok’s horticultural expertise proves useful on away missions.



Science Officer Syvar enjoys the occasional game of darts with Chief Miles O’Brien.



THE
VULCANS

The Guide to the STAR TREK Galaxy

FILE 8

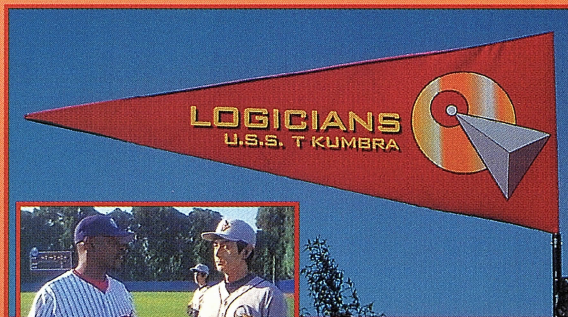
CARD 6

VULCAN LEISURE



THE
VULCANS

The Logicians, the U.S.S. T'KUMBRA's baseball team, have designed a colorful pennant to fly during their matches.

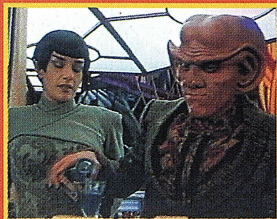


Captain Solok is keen to upstage his old Starfleet Academy rival, Benjamin Sisko.

and away from home sacrifices certain leisure opportunities but gains others. **Deep Space Nine** is among the best Federation facilities for providing Vulcan-specific diversions, as the number of Vulcans normally assigned to the station – around 50 – is enough to create a sense of fellowship.

Cultural exchange

Visits from non-Starfleet Vulcan citizens passing through the station, as well as the ongoing arrival of the latest Vulcan literature, news, and music, creates a living connection with the race's culture. In addition, the **Promenade** has an authentic Vulcan restaurant,



Quark keeps a number of popular Vulcan drinks in stock. Such beverages are enjoyed by many races.



Sakonna, a Vulcan Maquis member, favors a blue drink similar to Romulan ale.

a natural gathering place for Vulcans seeking respite from working alongside such "emotionally handicapped" species as humans, **Ferengi**, and **Trill**. A Vulcan's independent interest in an activity from another culture may lead him or her to seek out others with similar tastes.

This does not mean that Vulcans on **Deep Space Nine** keep strictly to themselves – they often take advantage of being on a multispecies station by spending their spare time with beings from other cultures. For example, the Vulcan science officer **Syvar** has been known to challenge **Chief of Operations Miles O'Brien** to a game of darts. When O'Brien is forced to withdraw after an injury, Syvar claims victory by default, suggesting that Vulcan and human do not always share the same sporting values.

A similar experience occurs when **Deep Space Nine's Captain Benjamin Sisko** finds that his old rival **Captain Solok** has acquired an interest



Vulcan oysters are also popular with aliens, including Falit Kot.

in the traditional Earth game of baseball. The Vulcan officer even creates a special baseball **holosuite** program for his senior staff, enabling them to spend hours practicing the game. In 2375, Solok's team, the **Logicians**, take on Sisko's **Niners** in a baseball match intended to infuriate the human captain and provide Solok with fodder for his infamous scientific papers regarding illogical human bonding rituals. Once again, the Vulcans players prove to be technically perfect while lacking an understanding of the true sporting spirit.

Most Vulcans working in space often find they are the only one of their kind on an entire starship or starbase. Many cultures classify the Vulcan diet as exceedingly bland, their music depressing, and their literature weighty, and it is rare that any non-Vulcans will have any interest in the race's aesthetics. In such circumstances, a Vulcan can either go along with the majority preference, pursue their own solitary interests, or else find an acceptable compromise. Unlike such closed societies as the **Romulans** and the

VULCAN FACTS

Many Vulcan drinks are popular across Federation space, including Vulcan spice tea, Vulcan mocha, and Vulcan port.

Vulcan holidays such as Kal Rekk tend to be spent in quiet contemplation rather than bawdy celebration.

Cardassians, Vulcan culture celebrates "infinite diversity in infinite combinations" and encourages its citizens to seek out the new and different. It therefore comes as no surprise that many Vulcans will make the time to explore new cultures when given the opportunity.

A CEREMONY FROM AGES PAST

Tools for meditation

Kal-toh is a game for one or two players in which concentration, balance, and the discernment of order within apparent chaos are stressed. A switch in the side of the **Kal-toh** base fabricates metal **t'an** rods that randomly intersect to form a spherical shape. The player examines the **t'an** and strives to recognize the beginnings of order within the tangle. By repositioning the rods, symmetry takes shape. When this task is accomplished, the **kal-toh** reorganizes the **t'an** into a sculpture based on the form uncovered by the player.

The point of kal-toh is to create order out of chaos. Aside from the competitive challenge, the game also allows the player to reflect on the nature of symmetry and harmony.

The exercise can take minutes or hours, depending on the Vulcan's state of mind and receptiveness to order.



The rods first appear in a random order on the base of the kal-toh. The object of the exercise is to move individual rods around until the globe becomes symmetrical.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 50B

SPECIES 8472: HUNTED BY THE HIROGEN



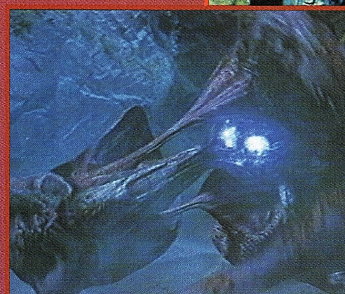
OTHER GROUPS
AND RACES

If ever there were two well-matched races, they are the Hirogen and Species 8472. In 2374, the clash between relentless pursuer and desperate prey becomes a tenacious battle that brings out the cunning and resourcefulness of both sides.

The Hirogen are fearsome hunters who ruthlessly pursue their prey over vast distances in order to make a kill. The more elusive and devious the prey, the more fulfilling – the hunt experience. The Hirogen's existence revolves around this pursuit, which consumes their art and culture, and they view their victims as Hirogen property.

During 2374, two Hirogen warriors engage in the chase of their lives. Their prey is the most

cunning they have ever encountered – a lone member of the malevolent and highly intelligent **Species 8472**. Its **bio-ship** is damaged following extended conflict with the **Borg**, who are responsible for drawing the species from its home realm of **fluidic space** into the **Delta Quadrant**. When the other members of its species retreat into fluidic space in the face of superior **nanoprobe** weaponry, the creature is left behind. Hurt and alone, it is pursued remorselessly



by Hirogen hunting parties. It is a spectacular match.

The Hirogen have an immune system that neutralizes virtually everything, and armor that can survive most hostile



◀ **Species 8472 is resistant to energy weapons, although the Hirogen pulse rifle renders it unconscious.**

▶ **The Hirogen armor allows the race to follow Species 8472 into even the most inhospitable terrain.**

environments, while Species 8472 are robust creatures that are resistant to everything but specially-adapted Borg nanoprobes. They have, as the Hirogen put it, "many lives," and can even survive in the vacuum of space. Many parts of a Species 8472's impressive frame would make good trophies, or "relics" as the Hirogen call them.

Random flightpath

The **Hirogen Vessel** has followed an apparently erratic flight path for the last five years, visiting 90 star systems in the last 12 months. The Species 8472 has been tracked across 50 light years for several months as it backtracks and recrosses its own path, making use of celestial formations such as asteroid belts to throw off the pursuing ship. It almost succeeds. Nevertheless, the hunt takes its toll on both ship and pilot; Species 8472's weapons are a match for the **Hirogen Vessel** early on, but later

diminish to the point where even direct hits score no damage.

The thrill of the hunt

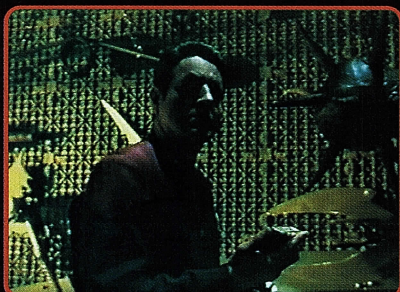
There are various philosophies involved in netting "resilient" prey such as Species 8472. The two Hirogen pursuing the creature speculate that it is often best to attack before the prey becomes too weak, lest the moment be lost. Another school of thought says that the way a creature behaves when it is wounded is the key to its destruction. The Species 8472 is no different. Its massive strength makes it a worthy, almost perfect prey, and the Hirogen want to take it at close quarters, watching with their own eyes. This vague code of honor does not stop the Hirogen doubling up to stalk and attack the prey, however. Like all their race they ache for the kill, and are consumed by it to the exclusion of all else.

Species 8472 and the Hirogen are equally wily, and learn a great

SPACEBORNE ARMORY

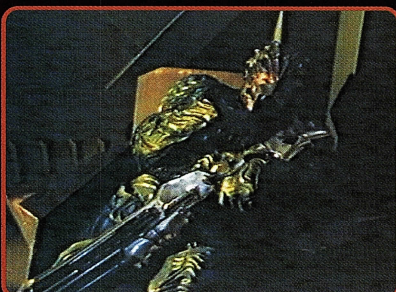
Shipboard destruction

In 2374, Commander Chakotay from the **U.S.S. Voyager NCC-74656** transports onto a **Hirogen Vessel** utterly decimated by a single member of Species 8472. The walls of the ship are adorned with various weapons, from bladed instruments to heavy duty firearms, as well as strange alien artifacts and body parts – "trophies" recovered from earlier, more successful hunting expeditions. This macabre display



▶ **The interior of the Hirogen vessel is an unsettling place, especially when the power systems have been damaged by a desperate member of Species 8472.**

takes on a particularly gruesome appearance in the dimly lit ship. Upon investigation, Commander Chakotay finds that the **Hirogen Vessel** is not entirely devoid of life – a Hirogen commander has survived Species 8472's attack and lies seriously injured but still alive amid the debris of his ship. His second-in-command is not so lucky, however; his severed head lies a short distance from his body.



▶ **A lone Hirogen warrior survives the encounter with Species 8472. Despite suffering massive injuries, the hunter remains conscious and aware of his surroundings.**

GALAXY FACTS

▶ **Species 8472** generally hunt their prey one on one, but have been known to join together into packs.

▶ **The Hirogen** are initially divided on what to do when they catch up with the lone **Species 8472** creature. The commander wants the prey to bleed a little first, whereas his subordinate favors a direct attack.

deal about one another during the chase.

Species 8472's tactics are impeccable; it adapts its strategy to suit the circumstances. During the hunt the Hirogen study their prey's behavior intensely. They know, for instance, that it will not run when pursued on foot, but will wait and attempt to move around its pursuers



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 50B



OTHER GROUPS AND RACES

SPECIES 8472: HUNTED BY THE HIROGEN

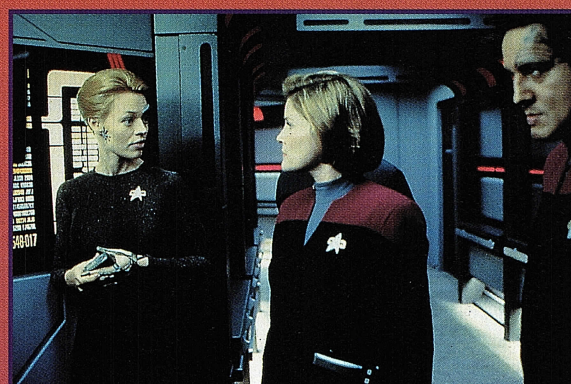
to attack them from behind. It will also head for the central power matrix of any ship it boards and attempt to barricade itself in. Additionally, the Hirogen learn to target Species 8472's thoracic crest to inflict maximum damage.

Survival of the fittest

Armed with such knowledge, the hunter race manage to damage the *bio-ship* and inflict grievous injury on its pilot. Its epidermis shows a number of puncture wounds, energy burns, and the like. Nevertheless, the Hirogen underestimate their prey – when they capture the creature and bring it aboard their ship, it recovers and escapes, viciously dismembering the second Hirogen and seriously wounding the

pilot. It appears that Species 8472 is more than a match for the Hirogen in unarmed, hand-to-hand combat; when the Hirogen hunt the creature on foot, they sensibly bring with them the largest hand weapons in their arsenal.

Where Species 8472 and the Hirogen differ markedly is that the former has no desire to prolong the battle. Its demeanor is that of a wounded animal, wanting only to return home to its own realm. The creature is not willing to hide, however, and elects to transport down to the murky depths of an asteroid in order to make its final stand. Cunning to the last, it employs a device that scatters sensor readings, countering its pursuers until they are almost on top of it. The Hirogen appreciate



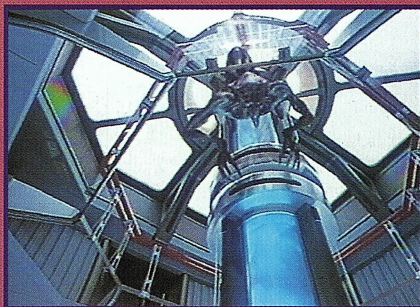
such tactics, believing they add to the thrill of the hunt.

Reluctant last stand

The hardy prey later boards the **Federation** starship **U.S.S. Voyager NCC-74656** to try and open a singularity back into fluidic space, or else face its nemesis. Following a further cat-and-mouse

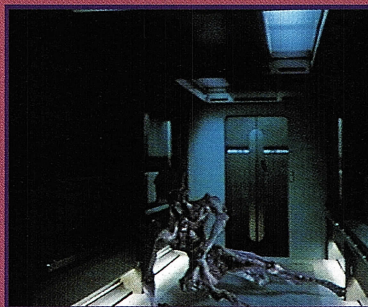
▶ **Seven of Nine's** previous encounters with **Species 8472** leaves her with little sympathy for the wounded creature on the **U.S.S. VOYAGER**. Her desire to eradicate the creature is in contrast to **Captain Janeway's** more sympathetic approach.

chase through the vessel, the creature and the surviving Hirogen warrior are beamed to an approaching Hirogen ship by the ex-Borg **Seven of Nine**, while they are locked in combat. There, the Species 8472 presumably meets its fate, ending the chase for one of the worthiest prey the Hirogen have ever known.



▶ **Aboard VOYAGER**, the solitary **Species 8472** acts like a caged animal, attacking several members of the crew.

▶ **Species 8472** finally succumbs to the numerous injuries it has sustained during its encounter with the **Hirogen**, and collapses in a deserted corridor aboard the **U.S.S. VOYAGER**.



▶ **The Hirogen** are a formidable

foe, due to their immense stature, powerful weaponry, and superior hunting skills.

DISOBEYING ORDERS

Seven and Species 8472

The appearance of a lone member of **Species 8472** on the **U.S.S. Voyager NCC-74656** brings with it a difficult choice for **Captain Janeway**; if she decides to offer asylum to the creature she will incur the wrath of the **Hirogen**, whose ships are approaching the **Starfleet** vessel. The alternative, to surrender the alien to its fate as another victim for the **Hirogen's** hunt, goes against the rights of every sentient being that the captain has sworn to preserve.

Ultimately, the decision is taken out of **Janeway's** hands when **Seven of Nine** transports both the **Hirogen** and **Species 8472** aboard one of the **Hirogen Vessels**. **Seven** takes this course of action with the best interests of the **Starfleet** crew in mind, although she earlier informed **Lt. Commander Tuvok** that as **Species 8472** is the only life form to offer true resistance to the **Borg**, she is "agitated" by its presence aboard **Voyager**. **Janeway's** reaction to this is one of disgust, leading the captain to admit that she will find it more difficult to trust **Seven** to act as a responsible and independent crew member.

▶ **After** disabling the artificial gravity, the **Species 8472** creature tries to heal its injuries.



▶ **Captain Janeway** abhors the idea of surrendering the injured **Species 8472** to the **Hirogen**, although the safety of the crew remains her top priority.



▶ **By** transporting the two battling aliens aboard an approaching **Hirogen** ship, **Seven of Nine** condemns this member of **Species 8472** to certain death.





THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 5F



THE UNITED FEDERATION
OF PLANETS

OMICRON CETI III

The **Class-M** planet **Omicron Ceti III** appears to be ideally suited to agricultural colonization, but this veritable paradise is flawed by the presence of deadly **berthold rays** and strange, spore-bearing plants.

In 2263, 150 men, women, and children start out on a year-long journey from Earth to **Omicron Ceti III**. Led by **Elias Sandoval**, the group plan to build an agricultural colony on the planet, where they hope life will be less complicated and more peaceful than it is elsewhere in the **Federation**.

Using few mechanical devices, the colonists set about creating a settlement without weapons or motor vehicles. They do not reject all of the culture they leave behind, however, and bring along familiar seeds and plants for crops, as well as livestock to provide food. Treasured personal reminders of home are also brought to the new colony.

New Eden

At first sight, **Omicron Ceti III**, a **Class-M** planet, appears to be a true garden of Eden. The extraordinarily fertile soil grows anything the colonists plant. A favorable climate and moderate rainfall all year round make it an ideal agricultural site. Native vegetation includes groves of trees, and verdant grasses spread out in

Earthlike meadows. The surrounding mountains not only provide scenic vistas, but promise ample supplies of mineral resources for future growth.

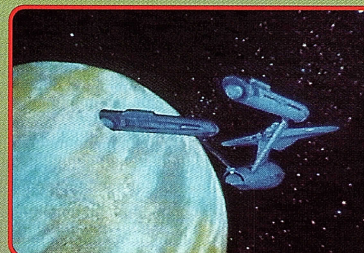
Omicron Ceti III is, however, a poisoned paradise. Lethal **berthold rays** flood the planet, disintegrating human and animal tissue alike. Humans can survive exposure for a week or so, but the rays' longterm effects are deadly. According to Federation scientists, there is no known cure, antidote, or vaccine for the radiation.

The rays soon kill off the animals brought to the planet, but the colonists

themselves unexpectedly thrive. Their remarkable survival is due to the presence on the planet of large flowers, whose spores find the humans ideal hosts. These plants possess a strong survival instinct and are able to spread their spores through close-range contact.

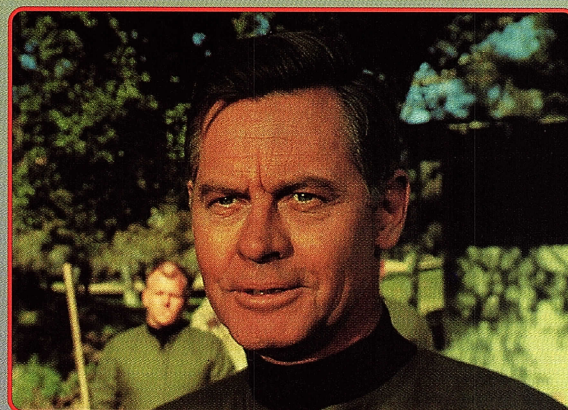
Inner peace

The human bodies provide a home for the alien plants, but the microscopic spores are much more than simple parasites. Not only do they absorb the potentially fatal berthold rays, they also have a powerful effect on the



Surface view

From the vantage of space, the **Class-M** planet **Omicron Ceti III** closely resembles Earth. Large, verdant land masses are surrounded by vast blue oceans.



The good life

Elias Sandoval selects **Omicron Ceti III** as the ideal planet on which to establish an agricultural colony. He is dedicated to preserving a simpler way of life.

TROUBLE IN PARADISE

Flower power

The spore-bearing flowers found on **Omicron Ceti III** are not indigenous to the planet, although their place of origin remains unknown. The plants clearly possess a strong survival instinct, however. After **Spock** is exposed to the spores, he confirms that the plants drifted through space until they finally located a **Class-M** world suited to their needs. The flowers appear to thrive on berthold rays, and can pass thousands of microscopic spores into a single humanoid host. In return, the spores give their victims perfect health, and a tremendous sense of peace and serenity.



The large, spore-bearing flowers did not originate on **Omicron Ceti III**.

Planet	Omicron Ceti III	
Class	M	Quadrant
Status	Federation colony	

Description	This fertile, Earthlike world has no indigenous life forms. It was settled by Federation colonists in 2264.
Climate	Omicron Ceti III has a temperate climate, with only moderate rainfall all year round.
Landscape	Rolling hills and large green meadows dominate the landscape.
Features	The planet is bathed in deadly berthold rays, and is host to a spore-bearing flower.
Starship Log	STAR TREK: The Original Series 'This Side of Paradise'

At first, **Spock's** half-Vulcan physiology reacts badly to direct contact with the alien spores. The pain proves to only be temporary, however, and **Spock** soon starts to enjoy the experience.

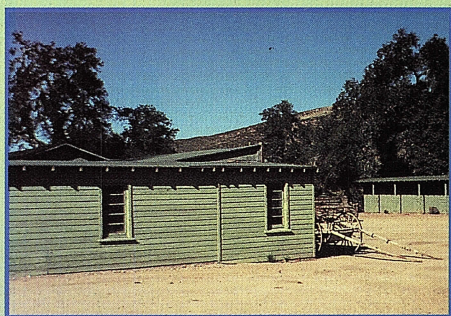
▶ **The Omicron Ceti III colonists build only the essentials for simple, communal living. Wooden fences, dirt roads, barns, and brick-and-wood one storey houses are all in keeping with their goal of a simple, non-industrial lifestyle.**



The Guide to the STAR TREK Galaxy

FILE 7 CARD 5F

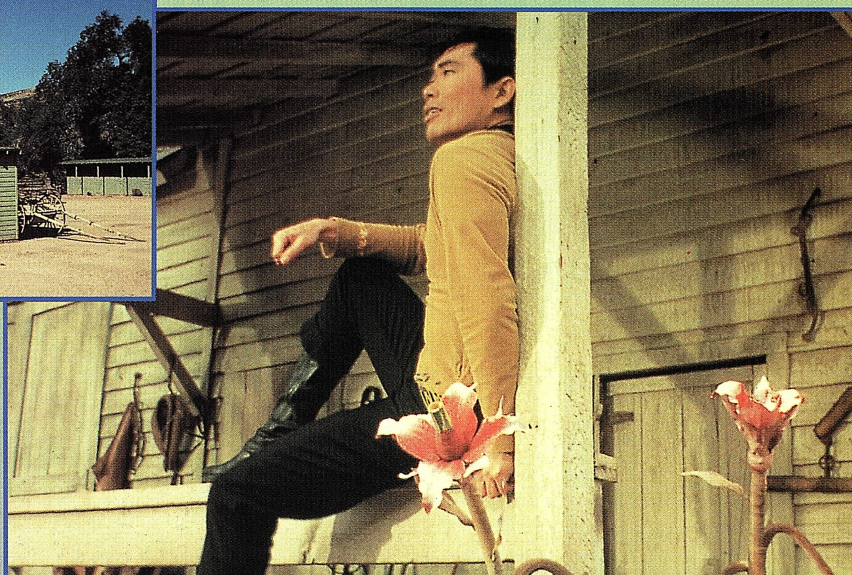
OMICRON CETI III



colonists' minds, bringing them an overwhelming sense of inner peace, happiness, and belonging. The colonists' physical health is affected positively as well – Elias Sandoval even regrows a removed appendix and his old scar tissue vanishes. Violent emotions will kill the spores, but there are few such occurrences on the placid planet.

Alien influence

Under the mental influence of the spores, the colonists adopt a vegetarian diet to compensate for the



death of their animals, and develop alternate means for pollinating plants without insects. The group divides itself up into three settlements, so that if disease strikes one, the other two will survive.

Many crafts flourish among the colonists.

In their homes, decorative handmade pottery takes its place next to china brought from Earth. Some of the colonists weave rugs and do metalwork, making bronze kettles and utensils for their stone fireplaces. Others carve bowls and wooden figures that adorn

mantelpieces and shelves. Their furniture is simple but well crafted, and their houses have inlaid floors, lace curtains, and attractive exterior woodworking. Only the clothing is a little on the drab side – dark green coveralls as a standard uniform for everyone, with blouses adding just a hint of color for the women.

GALAXY FACTS

▶ Under orders from Starfleet Command, James T. Kirk prepares to evacuate all of the Omicron Ceti III colonists to Starbase 27.

▶ Prolonged exposure to berthold rays leads to the disintegration of animal tissue, causing death.

▶ The energy-based species known as the Calamarain have also been found to emit berthold rays.

▶ Hikaru Sulu is one of the many U.S.S. ENTERPRISE crew members who comes under the influence of the spore-bearing flowers.

technical knowledge, but shows little interest in other areas. For example, when the colony's **subspace** radio breaks, nobody knows how to repair it. The colonists trust that their radio silence will eventually bring a ship from the Federation to find out what has happened, although none of them seem unduly worried by their sudden isolation.

The arrival of the **U.S.S. Enterprise NCC-1701** in 2267 challenges the idyllic existence of the colonists. Unaware of the spores, but conscious of the threat that the berthold rays pose, the Federation orders the evacuation of the colony. Despite Sandoval's protestations, **Captain James T. Kirk** prepares to carry out his orders, even after the spores affect the members of his crew. Kirk's use of a **subsonic transmitter** to induce violent emotions kills off the tiny plants, giving the colonists a chance to escape their peaceful but empty lives and realize their dream on another world.

The temptation to give in to complacency is a strong one, but Sandoval seems to speak for all the colonists when he remarks "I think we'd like to get some work done." By the year 2297, the colony on Omicron Ceti has been abandoned.

UNDER THE INFLUENCE

Peace and love

The resolutely rational Spock is one of the first members of the **U.S.S. Enterprise** crew to be affected by the spores on Omicron Ceti III. The science officer's personality undergoes an astonishing change; he learns to appreciate the wonders of nature for the first time, and is at last able to briefly reciprocate Leila

Kalomi's romantic feelings. The normally loyal science officer even ignores direct commands from Captain Kirk, and urges his superior officer to embrace the feelings of peace and love that the spores give their hosts.



▶ Under the influence of the spores, Spock at last learns to appreciate the wonders of nature. He even compares the clouds in the sky above Omicron Ceti III to dragons.

▶ Botanist Leila Kalomi is a typical Omicron Ceti III colonist. She wears utilitarian green coveralls over a simple blouse.

Hard work

Everyone in the colony works. Most of the settlers are involved in the day-to-day agricultural labor of hoeing, planting, weeding, and harvesting, all of which prove to be more labor intensive on Omicron Ceti III. The group does maintain some of its



NAME:

U.S.S. DEFIANT NX-74205

PLANS:

INTERNAL TRANSPORT SYSTEMS

LOCATION:

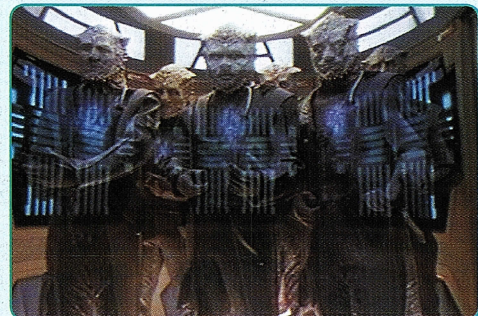
ALL DECKS

In the heat of a raging battle, ease of internal transport around a warship is essential. The bridge, Main Engineering, living quarters, sickbay, and galley facilities of the compact **U.S.S. Defiant NX-74205** are all situated on the first two of the starship's four decks. Clustering major services eliminates the need for the elaborate, power-draining, **turbolift** network often found on ships of other classes, yet the *Defiant's* extensive corridors and streamlined turbolift arteries are still critical – especially to technicians needing access to various system components installed throughout the vessel. Seconds saved by well-designed access routes could mean the difference between life or death when battle-damaged primary power systems need to be put back online as soon as possible.

The *Defiant's* turbolift system works along the same principles as similar networks on other **Starfleet** vessels and stations. The cars move horizontally and vertically, and the entire system is managed by computer to ensure that the numerous cars do not collide.

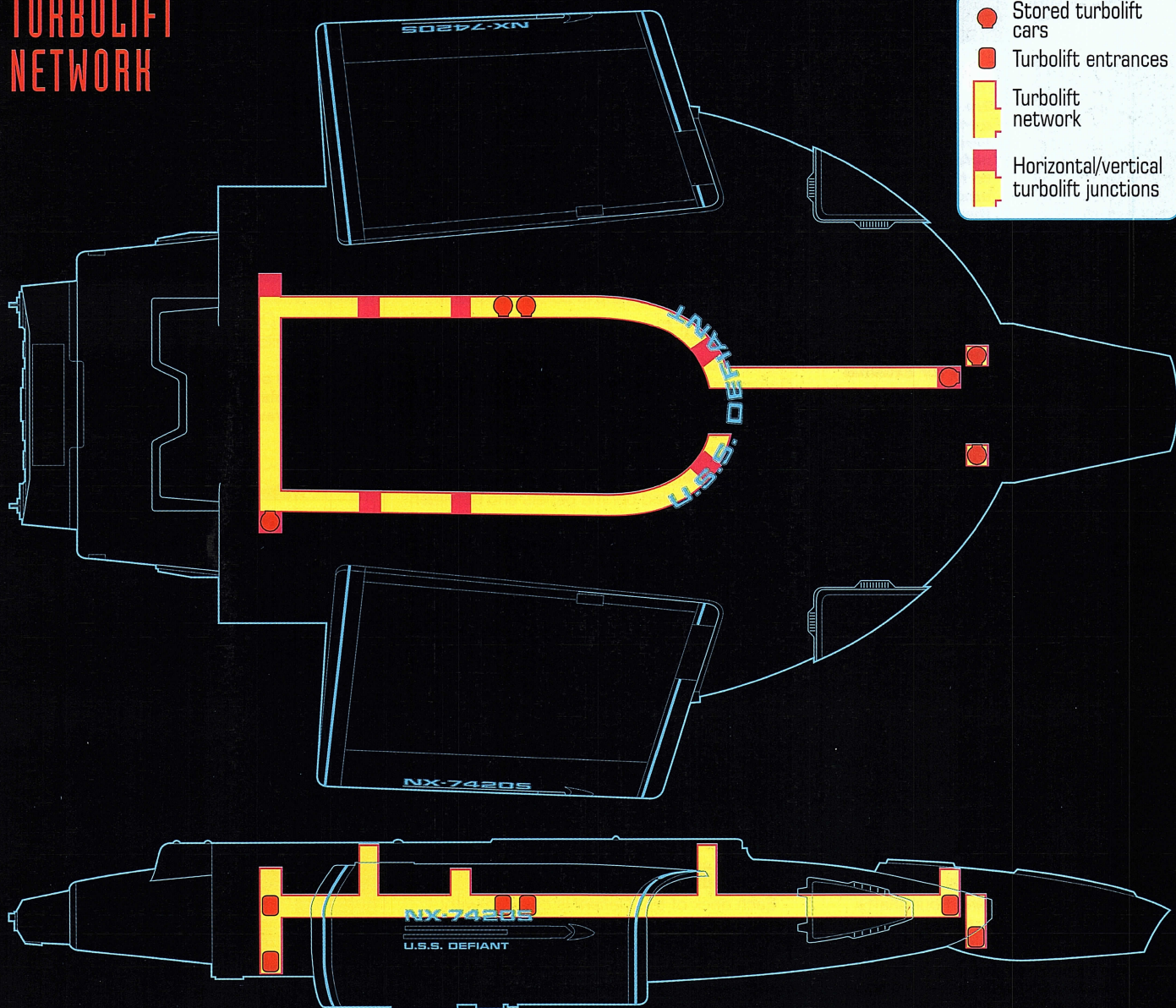
Compact efficiency

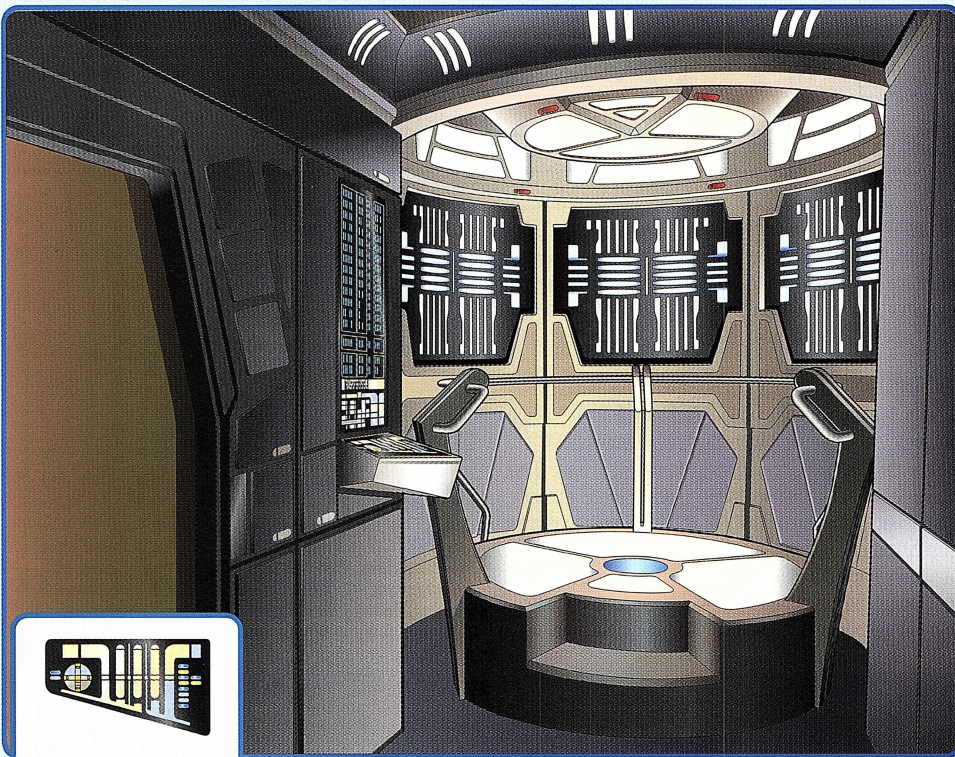
The turbolift cars on the *Defiant* are reduced in size and function compared to those on **Galaxy-** and **Intrepid-**class ships. The *Defiant* units accommodate only two or three human adults comfortably, and the sides of the cars have safety hand rails so passengers can hang on if jolted during battle. The turbocars accept voice commands, as expected, but the computer does not respond with either a beep



▲ The high-powered transporters of the **U.S.S. DEFIANT** are an added defense mechanism for the ship. The weapons of suspected hostile visitors can be removed during transport, leaving them unarmed and far less dangerous.

TURBOLIFT NETWORK





◀ The U.S.S. *DEFIANT* has two small transporter rooms for personnel, and a third transporter for cargo. The transport platforms are smaller than on most ships, but are nonetheless fast and efficient.

for example, is a short and easy walk. As most of the living quarters and crew services, including the mess hall and sickbay, are situated on Deck 2, the corridor system in this area is more labyrinthine, and it is often far more convenient to use one of the additional turbolifts.

On all of the *Defiant*'s decks, the corridors and EPS power conduits are laid out in parallel, although occasionally the two cross each other; this design technique adds to the easy access of power distribution systems. The ship's designers have put mission objectives before aesthetics; pipes and waveguides are exposed rather than hidden away behind decorative panels or walls – a strike ship is populated with professionals, not families needing protection from working parts. When engineers need to fix a relay, they want to be able to reach it quickly.

Another way to move around the *Defiant* is via its two transporter rooms. One is located between the bridge and Main Engineering on Deck 1, and the other, on Deck 2, is in the forward section on the starboard side. Site-to-site trips within the *Defiant* are extremely tricky given its size and power profile, but as long as safety protocols are observed, transfers should work. A third transporter pad is set up on the *Defiant*'s Deck 3, but it is clearly designated as a cargo transporter and is incapable of performing the enhanced, quantum-level scans and calculations needed to move a living being.

The cornerstone of Starfleet-designed ships is flexibility – not forcing a crew to rely on a single approach to anything leaves them free to adapt. The many internal transport systems onboard the *Defiant* further enhance this important philosophy.

◀ The *DEFIANT*'s transporters are operated from a touch-sensitive panel. The technology is identical to that used on other vessels, but the room is smaller.

▶ It is possible to use the transporters to beam from one section of the vessel to another, although they are primarily used for external transport.

Defiant flows through Deck 3. A journey from Main Engineering on Deck 1 to sickbay on Deck 2, for instance, will begin on Deck 1, go down to Deck 3, move laterally through the ship, and then back up to Deck 2. A turbolift trip from the torpedo launcher on Deck 4 to the torpedo magazine at the other end of that same deck necessitates a detour up through Deck 3 before completing the trip back down on Deck 4. Though indirect, the turbolift is faster than walking and the side trip is barely noticeable.

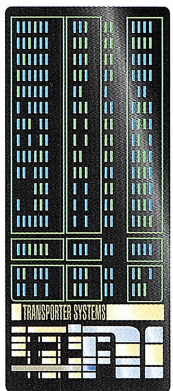
Easy access for engineers

The turbolift facility is a luxury that the *Defiant* cannot always afford, however. If power is needed elsewhere, or combat severs a power conduit, crew members may have to move around the ship using corridors, ladders, and, if need be, Jefferies tubes and crawlways. These are installed behind panels and between certain bulkheads. The main Jefferies tube, installed between the computer core and antimatter pods, vertically traverses the *Defiant*'s mid-point. It features a simple metal ladder that accesses every deck onboard the ship; the bottom is accessed from the aft cargo bay, where the shuttlepods are docked.

Jefferies tubes are also installed underneath some of the horizontal decking. Again, this provides a way to gain access to ship systems, sensor palettes, and other equipment that may fail or need adjusting. The horizontal crawlways are the sole points of entry to the portions of Deck 4 that are reduced to half height, near the *Defiant*'s nose and within the nose itself.

Take a walk

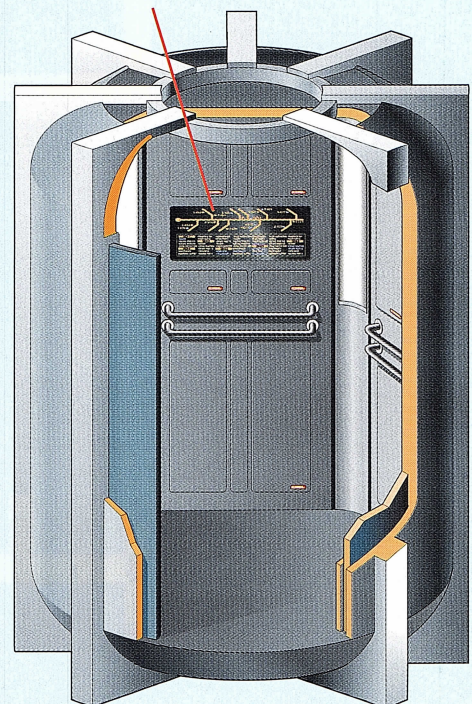
Each deck of the *Defiant* is covered with a web of carpeted and illuminated corridors. Especially on the compact Decks 1 and 2, corridor connections between departments may be quicker than turbolift transport. The journey from the bridge to Main Engineering,



or voice acknowledgement; the car will simply travel to the specified terminal point. Inside the car, a simple graphic illustration displays the ship's entire turbolift system, including the stops. A manual control, that can open and close the car doors during a power failure, is visible in a recessed portion of the car wall.

There are a number of vertical turbolift shafts along the length of the *Defiant*. Four shafts extend from Deck 1 through the entire ship to Deck 4, and Decks 2 and 3 offer nine turbolift entry points. There is only one horizontal turboshaft, located on Deck 3 – the longest deck. Virtually every turbolift journey on the

A panel on the rear wall of the turbolift car displays the destinations to which it can travel.





Danara Pel

Shunned as a child by healthy Vidiians, Dr. Danara Pel has never known true friendship or love as she fights the crippling phage. An encounter with the EMH aboard the *U.S.S. Voyager NCC-74656* allows her some unaccustomed dignity, and a reason to go on living.

OTHER CARDS IN THIS FILE...

7 RU'AFO
28 JETREL
37 PROFESSOR GEGEN

SEE OTHER FILES...

OTHER GROUPS & RACES...File 18
STAR TREK: VOYAGER.....File 71

Life has not been easy for **Danara Pel**. Her people, the **Vidiians**, are stricken with the **phage**, a corrupting virus that consumes their spirits as well as their bodies. To survive, Vidiians rely on constant, and often unwilling, organ transplants from healthy races.

The phage first afflicted Danara at just seven years of age, and has continued to shape her character well into adult life. She began receiving replacement tissue almost as soon as the disease was detected. At first, the young girl had difficulty getting used to

the changes she saw in the mirror, but it happened so often that after a while she almost stopped noticing.

Healthy people began to avoid her, however. Her best friend, **Marla**, stopped coming to her house when she was nine, and Danara's mother had to explain that the other children were afraid of her.

Such crushing realities deeply affected Danara. She is the product of a world where everyone she has ever loved has died, and almost everyone she is going to meet will die. Some little solace was once provided by her beloved uncle, **Shmullus**, who

PROFILE ON DANARA PEL

NAME: Danara Pel

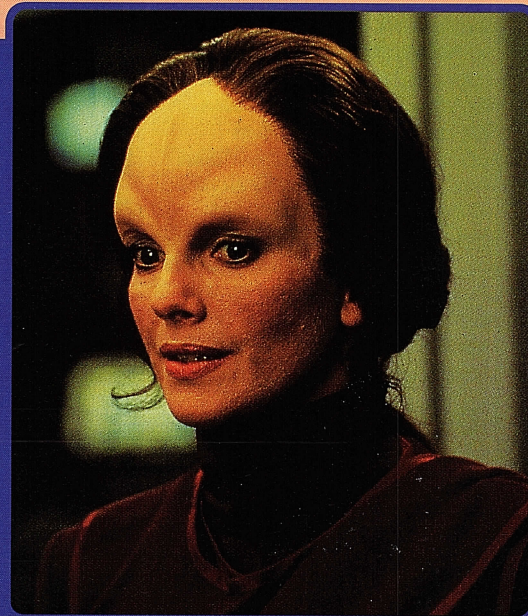
LIFE FORM: Vidian female

OCCUPATION: Hematologist

CHILDHOOD: As with many Vidiians, Danara contracted the crippling disease known as the phage during childhood. Her shocking physical appearance repulsed Marla, her best friend.

FAMILY: Danara's mother and beloved uncle Shmullus did their best to help the young girl cope with the pain and loneliness that accompanies the phage.

FIRST SEEN: 'Lifesigns' [VOY]

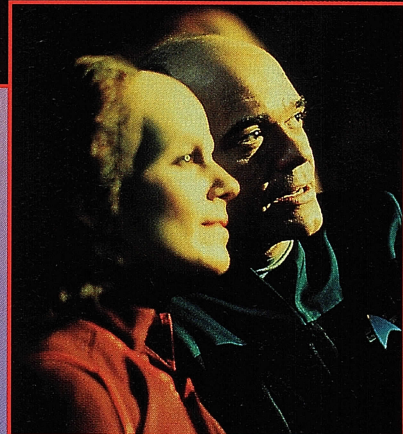
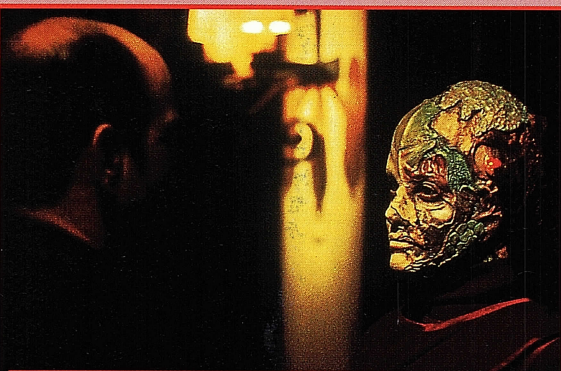


▲ The *U.S.S. VOYAGER*'s EMH creates a holographic representation of what Dr. Danara Pel would have looked like had she not contracted the Phage. The experience allows Danara to reflect on a life that has been overshadowed by the crippling disease she contracted at the age of seven.

★ New friendship

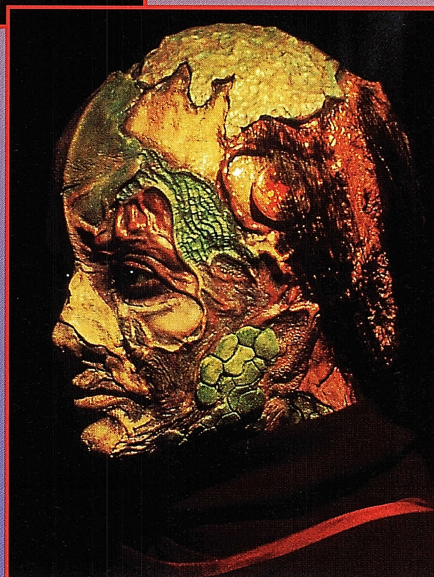
*Danara is not used to interacting with strangers, but on the *U.S.S. VOYAGER* she finds it easy to relax in the company of the ship's holographic Doctor.*

PHAGE VICTIM



★ Temporary cure

The EMH temporarily liberates Danara from the burden of the phage by placing her consciousness in a completely healthy holographic body.



managed to make her laugh even when she thought she had forgotten how.

Finding a cure

As an adult, Danara resolves to help liberate her people from the phage. She becomes a hematologist, and keeps abreast of the latest medical developments. The highly ethical woman does not approve of her people's brutal organ harvesting, although she understands what drives them to act so callously.

By 2372, Danara is in the advanced stages of the phage, and a radical

measure is taken to prolong her life: a complex web of bioneural circuitry is implanted in her periotal lobe. This innovative technology stores and processes her synaptic patterns, then transmits neuroelectrical impulses to her body's systems, acting as a supplement to the higher brain functions. The implant itself functions adequately, but the organic nerve cells to which it is connected are not nearly so reliable.

In 2372, Danara travels from her homeworld to help treat a phage outbreak on the planet **Fina Prime**. The return journey is a long one, but the physician characteristically forgoes her own wellbeing to help others, joining a mercy

★ Disease

Dr. Danara Pel has had to live with the terrible effects of the disfiguring phage for all of her adult life.



Danara Pel

mission to the distant world. She falls dangerously ill on the way home, however, with her renal organs functioning at just 20 percent of normal and her cardiovascular system on the verge of collapse.

By pure chance, her distress signal is answered by the **Federation** starship **U.S.S. Voyager NCC-74656**, and Danara is beamed to sickbay. To save her from imminent brain death, the ship's holographic **Doctor** transfers her synaptic patterns to the **holobuffer** and then creates a holographic body to store her cognitive and motor processes. This also gives the **EMH** an accurate model of healthy Vidiian physiology from which to work.

As someone who has lived with the phage virtually all her life, Danara is overwhelmed when she sees her face free of its terrible scarring and pitting. She is, in fact, beautiful, with clear skin and long, brown hair.

Making friends

The Vidiian woman readily embraces new experiences, such as social interaction. Among her people, congregating in groups is considered to be a threat to public health and is strictly regulated, but on *Voyager* Danara can meet new people and have them treat her as a person rather than a disease.

Danara also finds herself drawn to the EMH, with whom she shares a passionate interest in medical issues and techniques. He also makes her laugh, so she nicknames him Shmullus in honor of her uncle's memory. Danara's inexperience in matters of the heart, and hesitation at accepting compliments, leads her to initially shy away from intimacy, but the reality of their mutual attraction

★ Life saver

The Doctor uses all his powers of persuasion to convince Danara Pel not to commit suicide.



"Sometimes I think my people spend so much time trying to save lives they don't know how to live anymore."

— Danara Pel

leads the patient and her doctor to enter one of **Lt. Tom Paris's** romantic **holodeck** programs, where they share their first kiss.

The Doctor endeavors to repair Danara's damaged neural tissue using resistant **Klingon** DNA, but the Vidiian cannot face returning to a corrupted body and the reality of what she is. Regardless of the fact that her synaptic patterns will quickly degrade if not transferred from the holobuffer, she administers the poison **nitoxinal** to her body in sickbay, reasoning that she would rather spend just two more days as she is than go on wasting away. She convinces herself that she cannot cure the phage, only prolong her people's suffering.

Danara is nevertheless persuaded to continue with her life by the Doctor, whose faith and feelings for her do not hinge on her appearance. Her

courageous decision to go on combating the phage is later vindicated in 2375, when the group informally known as the **'Think Tank'** do indeed find a

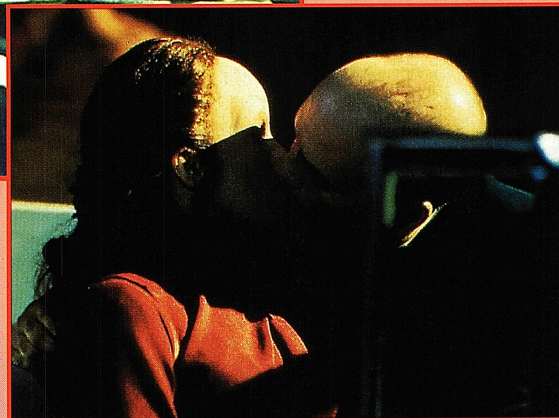
cure. Along with the rest of her race, Danara now faces a future that promises much of the happiness she never believed would be hers.

★ Holodeck courtship

On the holodeck, Danara and the EMH spend an evening together in a '57 Chevy car, overlooking the Utopia Planitia hills on Mars.

★ First kiss

The growing attraction between Dr. Danara Pel and the EMH is finally sealed with a passionate kiss.



DANARA TO THE RESCUE

Vidiian betrayal

Danara Pel has further contact with the Doctor and the **U.S.S. Voyager** crew a few months after parting ways with them. Acting Captain Tuvok goes against orders and contacts the Vidiian physician for help when Captain Kathryn Janeway and Commander Chakotay contract a virus from an insect bite and must be left behind by the starship. Danara recognizes the virus and, eager to help, boards the first ship she can with a dose of the necessary antiviral agent.

Unfortunately she and *Voyager* are betrayed by her race – Vidiians attack the ship at the rendezvous, intent on harvesting the crew. Wracked with guilt at this treachery, Danara contacts her **'Shmullus'** during the battle to arrange to have the antidote transported to *Voyager* before the ship beats a hasty retreat. She has found a way to repay the kindness the EMH and the *Voyager* crew showed her.

▼ A debt repaid

Danara empathizes with the plight of Janeway and Chakotay, and goes out of her way to find a cure for their condition.





FILE 47 BAJORAN PERSONNEL

Kira in the Mirror Universe: Part 2

The Intendant thought she could realize her dreams of power by entering an alternate universe. Instead, she finds that life on the other side of the dimensional divide brings her nothing but trouble.

As one of the most powerful people in her sector, the vain **Intendant of Terok Nor** seems so accustomed to luxury and privilege that one might expect her to flounder when the tables are turned against her. This **mirror universe** version of **Kira Nerys**, however, proves that she can handle adversity as well as power.

The fall of **Terok Nor** to the Terran rebels in the early 2370's leaves the Intendant in the hands of those who would most

like to pay her back for the suffering she has inflicted upon them. It takes more than torture to crack this formidable woman, however. When the mirror universe's **Julian Bashir** exposes her to an **agonizer**, she simply grits her teeth and tells him to "try a higher setting."

Apportioning blame

The Intendant is not a woman to take defeat lying down. In fact, the Terran rebels' victory appears to give her the idea of regaining power entirely on her own terms, rather than sharing it with her

★ Stay of execution

Regent Worf considers the Intendant too useful an ally to put to death.

former **Alliance** allies. Incarcerated by the Terrans on **Terok Nor**, she spends her time plotting her way out of her predicament

★ No loyalties

The Intendant's readiness to use people for her own ends means that few of her allies have any real loyalty to her. When TEROK NOR is lost to the rebels, Garak, Kira's first officer, tells Regent Worf it was her fault.

ALLIES AND ENEMIES

★ The other side

The Intendant enlists the help of Bareil Antos, but fails to anticipate his inherent goodness.

FURTHER ADVENTURES

YEAR 2372: The Intendant escapes from the Terran rebels and flees to Bajor.

YEAR 2374: Kira enlists the help of the mirror universe Bareil Antos to steal a Bajoran Orb from the primary universe.

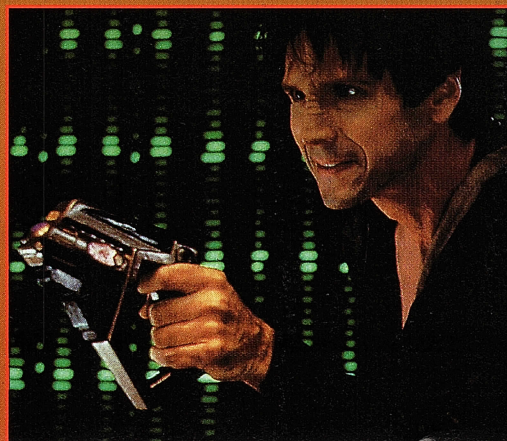
YEAR 2375: The wily Intendant offers Regent Worf a stolen cloaking device to worm her way back into the Alliance power structure.

CURRENT WHEREABOUTS: Unknown. Kira has once again betrayed the Alliance and is no doubt plotting her next move.

LAST SEEN: 'The Emperor's New Cloak' [DS9]



▲ **The selfish Kira Nerys is obsessed with power. Her loyalties change depending on what she stands to gain in any given situation.**



vital tactical information to the rebels, caring little that this could lead to the deaths of her supposed allies.

Kira is as quick to betray the Terran rebels as the Alliance, however. Her decisions are always made to serve her own ends, and her apparent cooperation with Sisko is a prime example. She escapes from the rebels at the first opportunity, and during her flight she callously kills the **Ferengi Nog** – even though he was the one to free her from her cell and has prepared a ship for her escape – to make sure that he will not be able to tell anyone where she has gone. She fatally wounds the mirror universe's **Professor Jennifer Sisko**, but spares the life of the primary universe's **Jake Sisko**, when she realizes that it will put his father in her debt – a debt she intends to one day call in.

The Intendant flees to



Kira in the Mirror Universe: Part 2

Bajor, where she focuses her thoughts on regaining her position of power. She finds a master thief named **Bareil Antos**, and plans to have him travel to the primary universe and steal one of the **Orbs of the Prophets** – there are no such religious artifacts in their universe – which will enable her to lead the Bajoran people. Unfortunately, she neglects to calculate the effect the alternate universe will have on her ally. Her plan fails when the mirror Bareil befriends the primary universe's Kira Nerys and she tells him of his own primary universe counterpart, a selfless **vedek** who died a hero. The Intendant's egotistical infatuation with her own counterpart blinds her to the effect that seeing a better way of life has had on her Bareil. She is oblivious to his growing disillusionment with her plan until he turns a **phaser** on her and takes her back to the mirror universe empty-handed.

Back behind bars

The failure of this plan is a major setback for the Intendant. She spends the next two years on the run from the Alliance, but Regent Worf finally catches up with her in 2375, and imprisons her in the brig aboard his flagship. Despite the insistence of **Garak** – her former first officer aboard

Terok Nor – that she be killed, the Regent decides to postpone her execution.

Soon after, the Intendant gets an unlikely cellmate – **Grand Nagus Zek**, who has visited the mirror universe hoping to seek out new financial opportunities for the Ferengi people. She instantly takes advantage of the situation by sending one of her close associates, **Ezri Tigan**, back to the primary universe to trade Zek in for a **cloaking device**, a form of technology that the mirror universe lacks.

The Intendant hopes to use the cloaking device to buy back her good graces with the Regent, and even to restore her position as the commander of **Terok Nor**. Faced with the failure of gaining power on her own terms, she is ready to throw her lot in once again with the **Cardassians** and **Klingons**. All the Intendant cares about is power for its own sake, and if she cannot claim it

"I can't recall the last time I kept my word."

— The Intendant

★ The good life

The Intendant is used to a life of luxury, but when the chips are down she is a formidable warrior unfazed by hardship.



★ Unwilling allies

Rom is forced into helping Kira to save the life of Grand Nagus Zek, but soon betrays her.

★ Ruthless killer

The Intendant can kill in cold blood with no apparent sign of remorse. Her calculating nature suggests that she may be genuinely psychotic as well as evil and greedy. She will kill her allies as quickly as her enemies.

BETRAYAL

Real friends

Perhaps the Intendant's main failing is that she tends to forget that not everyone is as morally bankrupt as she is herself. She will use people when she needs them, then toss them aside and even murder them when she feels it is in her best interests to do so, but other people tend to stick by their friends. She sends her dimension's Bareil Antos to seduce the primary universe's

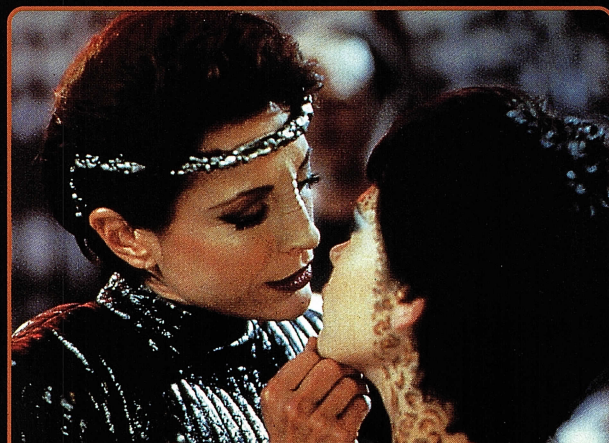
Kira Nerys without ever considering that he may genuinely fall in love with her counterpart. Similarly, she expects Ezri Tigan to remain loyal to her even after she callously kills Ezri's friend Brunt for daring to question her. Unsurprisingly, the Intendant's cruel actions lead Ezri to side with the Alliance's enemies, precipitating the mirror Kira's downfall.

▼ Emotional blackmail

The Intendant employs a mix of seduction and intimidation to keep her allies in line, often playing on both emotions at the same time.

▼ Femme fatale

Despite everything the Intendant has done, there is still something so intoxicating about her that Ezri Tigan allows her to go free.



entirely for herself, she is prepared to shift her allegiance back to the Alliance.

The devious woman's plan succeeds, at least at first. Ezri travels from the mirror universe to the primary universe and locates **Quark** and **Rom**. She tells them that the Regent wants a cloaking device in exchange for the nagus; the two brothers acquire one from **General Martok's Klingon Bird-of-Prey**, and then transport over to the mirror universe. With the Regent now in her debt for the powerful cloaking device, the Intendant begins negotiating her return to power on **Terok Nor**.

Shifting alliances

Her ambitious plans prove premature, however. Rom has sabotaged the Regent's flagship while installing the cloaking device, and the Alliance vessel finds itself without shields, weapons, or maneuverability. This results in a humiliating defeat and surrender for the Regent. Faced with inevitable capture by the rebels, the Intendant once again abandons her Alliance associates in order to ensure her own escape. No doubt the mirror universe has not seen the last of the manipulative and ruthless Intendant Kira Nerys. Somewhere, she is no doubt plotting her next attempt to return to power.

Klingon Weapons

Over the centuries, the Klingons have developed many weapons that reflect their thirst for combat. From the **bat'leth** sword to the **d'k tahg** knife, each weapon enables a warrior to gain honor and glory for the empire.

The bloody and brutal history of the **Klingon Empire** is one of struggle, conflict, and bravery. As the supremely martial race has evolved, so too has its legendary attitude toward honor, and with this has come a philosophy of combat which few other races can match.

Any attempt to understand the Klingons must therefore include a discussion of the weapons they use, as the two are virtually synonymous. Regardless of whether these weapons are used for practical or ceremonial purposes, they still speak volumes about the development of this feared and admired warrior race.

Formidable arsenal

Traditions of hand to hand combat have led to the development of a formidable arsenal of Klingon hand weapons, and while some of these have been assigned more ceremonial duties over the centuries, each and every one is still revered as a potentially effective battle weapon. The most widely recognized Klingon knife is the **d'k tahg**, generally seen in the variant version with two retracting auxiliary blades. As a close-quarter combat weapon it is second to none, yet it also has a significant role to play within Klingon society as the symbol of a proud warrior. In fact, a number of specialized knives signify the role of the user – for instance, the shorter **kut'luch** weapon is regarded as an assassin's knife because of its brutally serrated blades, designed to cause as much physical damage as possible when plunged into the body of an opponent.

Symbolic function

More elaborate designs, such as the curved **Knife of Kirom**, have been redesigned to be used by religious clerics, although its mythical importance to a Klingon warrior is as significant as the practical use of the weapons by their side. A weapon's practical use and symbolic function often go hand-in-hand with the concept of Klingon



▲ The **d'k tahg** knife has two functions – as an offensive weapon, and as a symbol of a proud Klingon warrior.

honor – if a warrior is forced to use the simple but deadly **mevak** dagger, this means they are undertaking the **Mauk- to'Vor** ritual and are attempting to regain their honor through ritual suicide. Whatever the usage, all Klingon warriors are trained from a very early age to handle knives, as the greatest amount of glory can only be gained by fighting an opponent face to face, in order to smell the fear and see the terror of one's opponents at first hand.

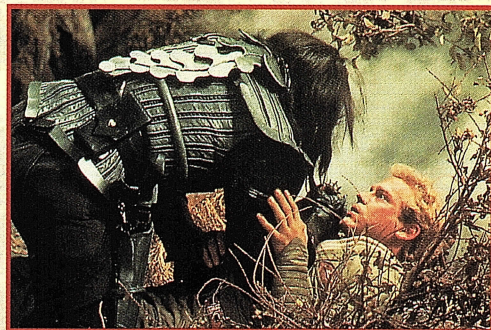
Sword of honor

In addition to knives, Klingons enjoy and revere the use of the sword. The most famous is the **bat'leth**, or sword of honor, first forged by **Kahless the Unforgettable** to defeat the evil tyrant **Molor**. Easily adaptable to a warrior's individual specification, the **bat'leth** demands great skill to be used effectively and is a formidable weapon in the hands of an expert; as with exponents of Earth weapons in the 20th century, competitions in the use of the sword reward the victor with honor and acclaim. **Commander Worf** is a leading exponent of the art of the **bat'leth**. In the field, however, many Klingons prefer the shorter but equally devastating **mek'leth**, as it is simpler to use – over the years, many gallons of **Klingon bloodwine** have been consumed by warriors arguing the merits of the two lethal weapons.

Ceremonial weapons are not confined to the use of sharpened blades – **Klingon painstiks** have been developed to deliver incapacitating electrical charges from an elongated rod. Two versions of the **painstik** exist; the first is used during the **Rite of Ascension**, where a warrior must undertake the ritual of endurance as they walk between two rows of armed Klingons.

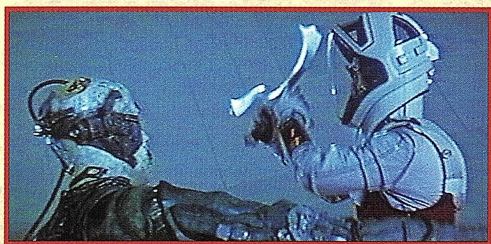


▲ The **bat'leth** sword is the weapon of choice for many Klingon warriors, but it can often take a lifetime to master thoroughly.



▲ **Starfleet officers** first encounter the **d'k tahg** knife in 2285, when a Klingon uses the weapon to kill **Dr. David Marcus**.

▲ The two auxiliary, retracting blades on the **d'k tahg** knife make it one of the most vicious weapons in the Klingon arsenal.



▲ The smaller **mek'leth** weapon serves as a useful alternative to the larger **bat'leth** sword in close-quarter combat.



Klingon Weapons



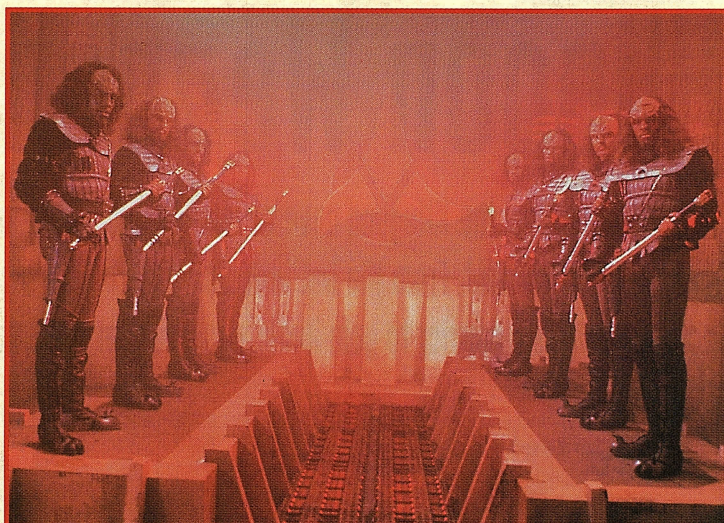
▲ The Klingon disruptor rifle, also known as a phase disruptor, has gone through a number of modifications over the years.

The rite is calculated to produce a cumulative effect, and if a Klingon can make it to the end without collapsing then they have proved their physical strength and courage beyond doubt.

Similarly important is the painstik used during the **Sonchi** ceremony as part of the **Rite of Succession** – when a Klingon warrior or House leader dies, their passing is confirmed through

the use of a highly powered painstik designed to kill rather than incapacitate. If the Klingon is attempting to feign death, the painstik is there to reveal any subterfuge, and is seen as a legally acceptable mode of proof.

Klingons may be bound by honor in battle, but they are not stupid – if an opponent is better armed, then the best response is to match this



▲ The Klingon painstik resembles an Earth cattle prod, and is used for ceremonial functions such as the Age of Ascension.

weaponry. Klingon warship design is constantly upgraded and adapted to match potential adversaries, and Klingon hand weapons are no different in this respect. Early **Starfleet** encounters with the Klingons in the 2260's show the race may have had a similar weapons evolution to Earth; when conflict breaks out on **Tyree's planet**, the **disruptor** pistols carried by the Klingons easily match the effectiveness of Starfleet hand **phasers**, even though the former work on a sonic disruption principle. All Klingon warriors are equipped with a pistol of some kind, and it is interesting to note that the carrying of ceremonial bladed weapons only comes into fashion in the 24th century, although **Commander Kang** illustrates his skills with a bladed weapon as early as 2268, aboard the **U.S.S. Enterprise NCC-1701**.

Rifles and pistols

Very few Klingons now carry the outmoded disruptor, as the development of far more effective phase disruptor technology in the 2280's sees a restyling of all handguns. The Klingons take a more modular approach to their weapons design by augmenting the pistol with a powered stock, giving it greatly extended range and power; many of these weapons are still in use today. The latest pistol and rifle redesigns take place around 2360, and are now standard issue to the **Klingon Defense Force**, including a weapons unit that can be broken into a number of sections and disguised as articles of clothing for secret assembly.

In addition to tactical weapons, a particularly brutal kind of interrogation device is used by the Klingons during the 2260's. Known as the **mind-sifter** (or **mind-ripper** when used at full power), the device can either record every thought and piece of information in a captured prisoner's mind or else permanently empty it. Many Klingons admit the mind-sifter is an extreme weapon, capable of causing irreparable brain damage when used over force 4, although there is no denying its efficiency. This tends to be the **Klingon's** general attitude toward their weapons – they require them to be honorable, powerful, and, above all, deadly.

SWORD OF HONOR

Mythical weapon

According to Klingon oral tradition, the first bat'leth sword was forged by Kahless the Unforgettable more than 1500 years ago. Kahless began by dropping a lock of his hair into lava from the Kri'stak volcano; this strand was then cooled by the lake of Lursor and twisted into the shape of a blade.

The legendary warrior used the new weapon to defeat the tyrant Molor, and later the Fek'leth beast and

the serpent of Xol. Over the next few centuries, the Sword of Kahless became a sacred icon to the Klingon race, one that symbolized their warrior spirit. The Hur'q stole the artifact from the Klingon homeworld in 1372.

▲ Kahless the Unforgettable forged the first bat'leth sword, ensuring its central place in Klingon myth.

▼ In 2372, Kor, Worf, and Jadzia Dax find the legendary Sword of Kahless on a distant Hur'q planet. The trio ultimately decide to abandon the divisive artifact.



▲ The Kot'baval festival on Maranga IV gives Klingon warriors the chance to honor Kahless and display their bat'leth prowess in friendly competition.



Captains' Uniforms: 2360's to 2370's

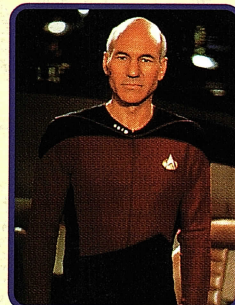
The standard and dress uniforms worn by Starfleet captains undergo frequent alteration in the 2360's and 2370's. Such outfits often vary from lower rank uniforms only in the number of rank pips displayed.

The duty uniforms worn by Starfleet captains should serve two purposes. Firstly, they must appear smart and efficient, conveying an air of authority and responsibility – inspiring subordinate officers and crew, and commanding respect from leaders of other races and organizations. Secondly, as captains are often expected to join landing parties and rescue missions, they need to be practical as well as smart. Unlike admirals, whose duties are more administrative, captains have a very hands-on involvement in Starfleet's day-to-day operations.

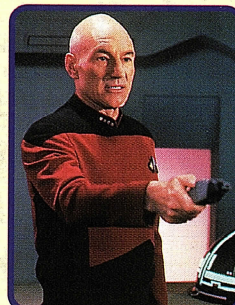
At the beginning of the 2360's, Starfleet captains wear the V-necked, all-in-one bodysuits first introduced during the previous

decade. The red chest section denotes the duty division of command, but otherwise the only difference between the uniform of a captain and their subordinates is that they wear four gold rank pips at the collar.

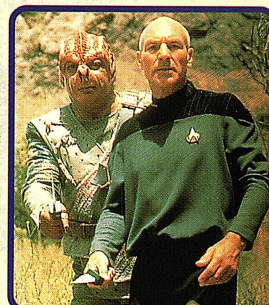
From 2365 onward, a higher collar is added to the bodysuit's shirt section, and soon after the outfit is split into a separate tunic and trousers, but there is still nothing but the rank pips to distinguish the captain. The only real exception comes in 2368, when a new, optional variant is introduced. On occasion, some captains choose to wear a gray rather than red shirt, over which is worn a dark red, open jacket made of a material similar to suede. In 2370, the color of the overjacket



▲ During the early 2360's, captains wear an all-in-one, red and black bodysuit.



▲ Captains must be ready for action, requiring practical uniforms at all times.

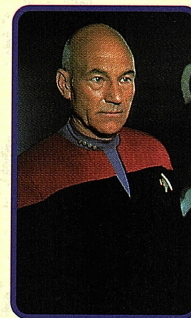


▲ In the late 2360's, an optional variant is a gray shirt, often worn with a red or gray jacket.

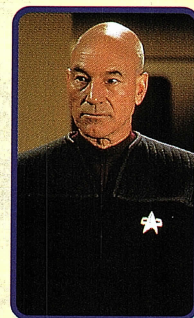
is changed to gray. These variants appear to be interchangeable with the regular uniform.

Dress uniforms

When the all-black bodysuit is introduced in 2369, captains return to wearing a uniform identical to all other ranks, and maintain this uniformity through all other subsequent changes. The only notable instance in which captains wear a distinct uniform is in the new dress variant introduced in 2375. Captains wear a white rather than grey shirt under the white formal jacket, in line with admirals.



▲ In the early 2370's, captains wear an identical uniform to their subordinates.



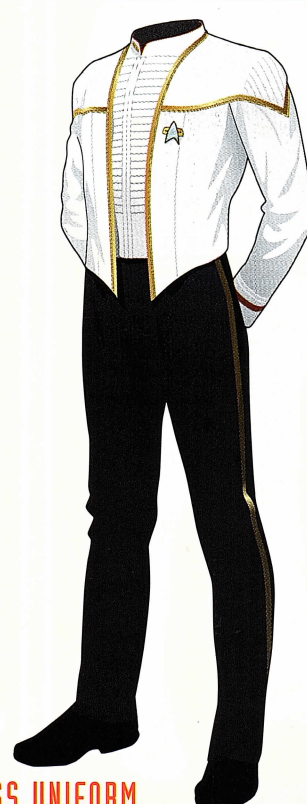
▲ The red shirt of the command division is evident in most versions of the uniform.



DRESS UNIFORM
EARLY 2360'S [LONG TUNIC]



DRESS UNIFORM
2365 ONWARD [SHORT TUNIC]



DRESS UNIFORM
2375 ONWARD

Captains' Uniforms: 2360's to 2370's



DUTY UNIFORM
EARLY 2360'S



DUTY UNIFORM
MID 2360'S [ALL-IN-ONE]



DUTY UNIFORM
LATE 2360'S [SEPARATE JACKET]



DUTY UNIFORM
2368-69 VARIANT



DUTY UNIFORM
2370 VARIANT



DUTY UNIFORM
2369 ONWARD



DUTY UNIFORM
2371 ONWARD [NEW DELTA]



DUTY UNIFORM
2373 ONWARD



'True Q'

A young intern assigned to the *U.S.S. Enterprise NCC-1701-D* begins to display evidence of incredible powers. Amanda Rogers' parents were members of the Q Continuum, and the time has come for her to embrace her heritage, or else reject it completely.

Captain Jean-Luc Picard welcomes honor student Amanda Rogers onto the *U.S.S. Enterprise NCC-1701-D*. The young woman's arrival seems to coincide with a number of onboard accidents; for example, the reaction chamber explodes. Astonishingly, Amanda somehow contains the explosion.

Q appears as the senior officers discuss the event, and reveals that he is responsible for the series of near accidents. Amanda is a Q herself, and he has been testing her abilities; her parents conceived her while living in human form, and the **Q Continuum** want to discover the extent of her powers.

Q makes it clear that he wishes to take Amanda back to the Continuum. Picard insists that it should be her decision, but when **Q** is introduced to the intern, he attempts to abduct her. Luckily, her powers are strong enough to resist his attempt.

Looking for a mentor

Amanda expresses concern to **Dr. Crusher** that her powers might prevent her from reaching her goals; the doctor tells her to talk it over with **Q**. When Amanda next sees her mentor, he begins to tutor her in the use of her powers. Amanda realizes the enormity of her gift when she teleports herself outside the *Enterprise* and is able to look at the cosmos without the confinement of a ship.

Later, in **Ten-Forward**, Amanda acts on her crush for **Commander Riker**. Seeing him sitting with another woman, she transports Riker and herself to a romantic setting, but soon realizes that making him love her leaves her with an empty feeling.

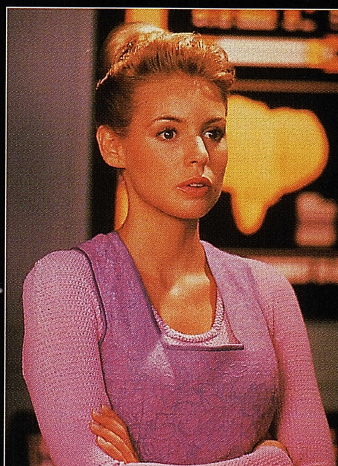
Picard confronts **Q** over the death of Amanda's parents, and learns that they were executed by the Continuum. Amanda must prove herself to be fully Q, or else share their fate. If the young woman decides to stay on the *Enterprise* she will have to forsake her extraordinary abilities. When lives on **Tagra IV** are put at risk, Amanda finds she cannot stand by and not act. Realizing that many such temptations will be put in her way, she chooses to return to the Continuum with **Q**.

CAPTAIN'S LOG

STARDATE: 46192.3

"We have arrived at **STARBASE 112** and are loading relief supplies destined for **Tagra IV**, an ecologically devastated planet in the **Argolis Cluster**. We have also taken on board a rather unusual passenger."

ON SCREEN...



1 Honor student Amanda Rogers is given the chance to serve as an intern with **Dr. Beverly Crusher**. She keeps secret the fact that she has amazing powers – although Amanda does not know that she is a Q.



2 **Q** returns to the *ENTERPRISE* and claims that Amanda is a member of his race. Captain Picard insists that the intern must be allowed to make her own choices in life.



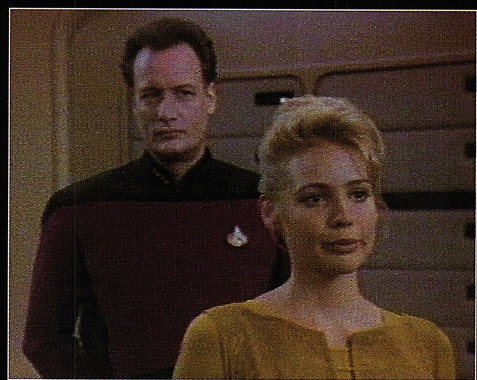
3 **Q** is keen to teach Amanda more about her abilities. He helps her to complete an experiment in record time, but the accelerated results are useless.



4 **Q** encourages Amanda to stop "thinking like a human" and make the most of her abilities. The two superbeings play hide-and-seek all over the *ENTERPRISE*.



5 Amanda transports herself and **William Riker** into a fantasy scenario, but finds no pleasure in a love she knows she has forced him to feel for her. The young woman realizes that being a Q will not give her everything she desires.



6 Amanda finally accepts her status as a Q when she uses her powers to save the inhabitants of **Tagra IV**. She then returns to the Continuum with **Q**.

STARSHIP FACTS

Q believes that the Continuum had the right to murder Amanda's parents because his race possesses a "superior morality."



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'Rascals'

A freak transporter accident reverts four *U.S.S. Enterprise NCC-1701-D* crew members to childhood. When the ship is ambushed by Ferengi, however, the quartet's seeming innocence proves to be a valuable advantage in the struggle to retake the *Starfleet* vessel.

Returning to the *U.S.S. Enterprise NCC-1701-D* aboard the *Shuttlecraft Fermi*, Captain Picard, Guinan, Ensign Ro, and Keiko O'Brien are transformed into 12-year-old children by a freak transport mishap. After examining the stricken crew, **Dr. Crusher** advises Picard that he and the others should step down from their duties for the time being.

Guinan enjoys her second childhood and wants to play, but Ro's only childhood memories are of the terrible time she spent in a refugee camp. Guinan keeps working at the pouting Ro, however, and soon has her jumping up and down on her bed.

Commander Riker, in command of the *Enterprise*, heads the ship toward **Ligos VII**; a distress call has been received from a group of scientists studying volcanic activity on the planet. Meanwhile, **Data** and **Geordi** examine the fragments of the *Fermi* and discover that its structure was changed by some type of molecular reversion field.

Ferengi trouble

The *Enterprise* reaches **Ligos VII**, but cannot contact the scientists. When Riker attempts to ascertain why, two **Klingon Birds-of-Prey** decloak and open fire. The *Enterprise* loses shields, and two **Ferengi** transport onto the bridge. The Ferengi secure the ship, then begin transporting the *Enterprise* crew down to **Ligos VII**. **DaiMon Lurin** informs Riker that he is claiming the *Enterprise* under the **Ferengi Salvage Code**; if Number One does not cooperate, the crew will be executed.

Isolated in Classroom 8 with the other schoolchildren, Captain Picard begins to devise a plan to retake the ship. He throws a tantrum, and is allowed to speak to his 'father' – Riker. Under the guise of wishing to play a game, Picard is able to get his first officer to turn over the ship's command functions to the classroom computer, allowing him to systematically tag the Ferengi and lock transporters onto them.

Once the Ferengi are off the ship, Crusher restores Picard, Keiko, and Guinan to their adult form. Ro, however, would like a little bit more time to finish a drawing of her mother.

CAPTAIN'S LOG

STARDATE: 46237.7

"Ensign Ro, Keiko O'Brien, Guinan, and myself are returning to the *ENTERPRISE* after a fascinating visit to the planet Marlonia."

ON SCREEN...



1 The SHUTTLECRAFT FERMI enters a strange energy field. When the crew attempt an emergency transport off the vessel, a freak accident reverts their bodies to those of 12-year-old children.



2 Bioscans of the reverted crew show that their DNA structure is consistent with preadolescence, although for the moment their intelligence and behavioral patterns have not been affected.



3 Ensign Ro Laren had a harsh childhood growing up in Bajoran refugee camps. She finds that young Alexander Rozhenko has a thing or two to teach her about childhood innocence.



4 Two Ferengi beam onto the bridge of the *ENTERPRISE* and begin to take over the ship. Luckily, Commander Riker is able to lock out some of the command codes on the bridge.



5 The youthful Picard is able to fool the Ferengi into letting him contact Riker, who is then able to reroute command of the ship through the classroom computers.



6 Most of the rejuvenated crew are keen to be restored to their true forms as quickly as possible, but Ro has not yet had enough of childhood.

STARSHIP FACTS

A Captain Picard makes it quite clear that he is not tempted by the idea of returning to *Starfleet Academy*.



'Favor the Bold'

Captain Benjamin Sisko learns that the Dominion are on the verge of disabling the self-replicating mines used to seal up the Bajoran wormhole. He hastily assembles a large Federation taskforce and sets off on a daring mission to retake *Terok Nor*.

'FAVOR THE BOLD'

"The Dominion won't attack Earth. Earth isn't the key to the Alpha Quadrant, the wormhole is. And whoever controls DEEP SPACE NINE controls the wormhole."

— Captain Benjamin Sisko to Admiral Coburn

The crew of the **U.S.S. Defiant NX-74205** are recalled to **Starbase 375**. **Commander Jadzia Dax** takes the opportunity to speak candidly with **Captain Benjamin Sisko**; she suggests that a big victory over the **Dominion** is needed to help bolster flagging troop morale. Sisko — now serving as an adjutant to **Admiral William Ross** — reveals that he has formulated a plan to reclaim the station formerly known as **Deep Space Nine**.

The captain presents his new strategy to **Admiral Coburn** and **Admiral Sitak**. He argues that a taskforce comprising elements of the Second, Fifth, and Ninth fleets should be able to capture "the most important piece of real estate in the **Alpha Quadrant**" — **Terok Nor**.

On *Terok Nor* itself, **Quark** tries to dissuade **Morn** from attending his mother's birthday celebrations. The **Ferengi** barkeep and **Major Kira Nerys** later pay **Odo** a visit, in the hope their friend will use his influence to get **Rom** released from a holding cell on the station. The two allies find their path to Odo's quarters blocked by a **Jem'Hadar** soldier with strict instructions not to let anyone enter. This only confirms Kira's low opinion of Odo, and even Quark starts to believe that his old sparring partner has now become a Dominion collaborator.

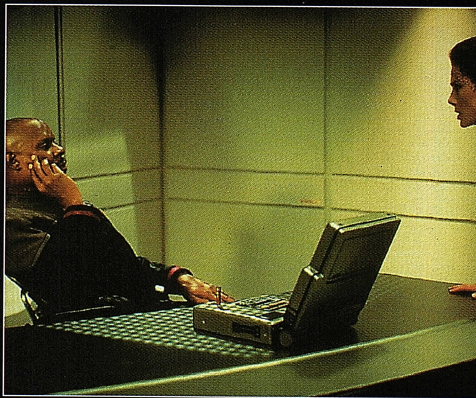
Rom's death sentence

Kira takes up the Ferengi engineer's case with **Weyoun**, but finds the **Vorta** in no mood to compromise. Rom's failed attempt to disable the station's graviton emitter has earned him a death sentence, despite the fact that he is married to **Leeta**, a **Bajoran** citizen. The non-aggression pact between **Bajor** and the Dominion means little to Weyoun, who insists Rom must be killed as a warning to all other rebels and saboteurs.

Tora Ziyal hopes that her father will pardon Rom, and thereby demonstrate to the Bajoran people that he is a forgiving man. **Gul Dukat** is anxious to please his daughter, but as a **Cardassian** he cannot spare an enemy of the state — they do not, in his estimation, deserve his mercy. In protest, Ziyal stops speaking to her father.

Quark, meanwhile, learns from a loose-lipped **Gul Damar** that field tests on the station's graviton emitter have proved a

ON SCREEN...



1 Commander Jadzia Dax's criticisms of Federation strategy are silenced when Captain Benjamin Sisko reveals he has devised a plan to retake **TEROK NOR**.



2 Sisko presents his plan to admirals Coburn and Sitak. He does his best to reassure them that an all-out assault on **TEROK NOR** will not leave Earth vulnerable.



3 Quark and Major Kira try to confront Odo over Rom's continuing incarceration. They find that access to their friend is now controlled by the **Jem'Hadar**.



4 Weyoun gleefully tells Kira that Rom is to be executed for crimes against the Dominion. His death will serve as a stark warning to other Federation saboteurs.



5 Tora Ziyal realizes her father is not a changed man when he refuses to pardon the Ferengi resistance fighter, Rom. Gul Dukat does not believe in ever showing mercy to enemies of the state.



6 Quark has little love for the station's new rulers, and is horrified to learn from Damar that the Cardassians are now on the verge of dismantling the wormhole minefield.



'Favor the Bold'

success. The minefield will be brought down within a week. Quark and Kira know they must immediately dispatch a warning to **Starfleet**. Just as all seems lost, **Jake Sisko** comes forward with an unlikely savior – Morn, Quark's most loyal patron. When the **Lurian** barfly leaves the station to visit his mother, one of his presents contains an encrypted message for Sisko.

At the same time, the captain's assault on **Terok Nor** gains the approval of **Starfleet Command**. **Commander Worf** and **General Martok** bring bad news from the **Klingon Empire**. **High Chancellor Gowron** is refusing to commit large numbers of troops to the assault on **Terok Nor**; he is worried that Sisko's plan will leave the Klingon homeworld vulnerable to a counterattack. The captain urges Martok and Worf to have another word with Gowron; they vow to do their best for Sisko.

Four days later, Morn's message reaches **Starbase 375**. Ross and Sisko know instantly that they have run out of time; the taskforce will have to depart without the Ninth fleet, or any Klingon reinforcements.

Damar informs his leaders that two large enemy fleets have broken off from the frontlines and assembled at **Starbase 375**. Weyoun is angered by this news, but Gul Dukat's mind is on other things. He orders Damar to speak with Ziyal and convince her that she belongs by her father's side for the dawn of a great Cardassian victory.

Kira fights back

Damar's blustering approach fails to impress Ziyal, and the arrogant gul finds himself drawn into a fight with Major Kira. Enmity has long been brewing between the two rivals, and the major relishes the chance to give the Cardassian a severe beating. When Damar recovers from his injuries, he tries to have Kira arrested, but his petition is brushed aside by a furious Dukat.

On **Starbase 375**, Admiral Ross finds the time to have a few quiet words with Sisko before the taskforce sets sail for **Terok Nor**. The two men fall into an easy conversation about the captain's relationship to the wormhole **Prophets**, which ends with Sisko admitting that he plans to build a house on Bajor when the war is over.

Starships of every conceivable size and class are then led away from **Starbase 375** by the crew of the **Defiant**. The Cardassians soon pick up on this massive troop movement, and Dukat realizes that Sisko knows full well the minefield is about to come down. Dominion troops are immediately pulled away from the frontlines and back to **Terok Nor**.

The female shapeshifter takes the news of this latest threat to the Dominion's power with serene equanimity. She tells Weyoun that the return of Odo to the **Great Link**

matters more to the **Founders** than the whole of the Alpha Quadrant. Odo, however, is disturbed by the shapeshifter's contempt for the 'solids,' and tries to apologize to Kira for his recent behavior. The major gives her former friend very short shrift.

On the **Defiant**, **Chief of Operations**

Miles O'Brien picks up an approaching Dominion attack force twice the size of the Federation fleet. Sisko orders **Attack Formation Delta 2**, then makes a brief speech to the troops under his command: "There's an old saying – fortune favors the bold. Well, I guess we're about to find out."

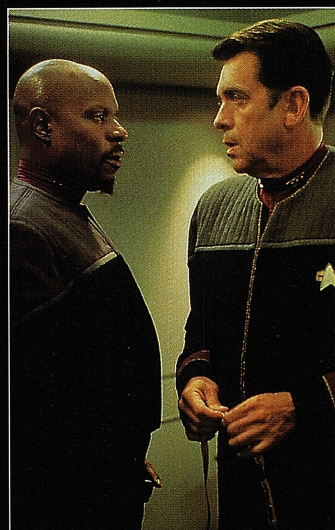
ON SCREEN...



7 Morn prepares to leave the station to attend his mother's birthday party. Kira forces the Lurian barfly to take with him an encrypted message for Sisko.



8 General Martok and Commander Worf have bad news for Captain Sisko – High Chancellor Gowron is refusing to commit troops to the Federation taskforce.



9 As soon as Sisko and Ross receive Kira's coded warning about the minefield, they realize they have run out of time. The Federation fleet must reach **TEROK NOR** and destroy the station's graviton emitter.



10 When Damar's heavy-handed attempt to heal the rift between Dukat and his daughter fails miserably, the Cardassian foolishly makes a grab for Ziyal. Kira steps in to give Damar a severe beating.



11 The Federation taskforce, comprising hundreds of different starships, sets sail from **STARBASE 375**. The fate of the Alpha Quadrant now hangs in the balance.



12 The **DEFIANT** crew pick up a massive Dominion fleet heading in their direction. Outnumbered two to one, Sisko prepares his officers for a fierce battle.

STARSHIP FACTS

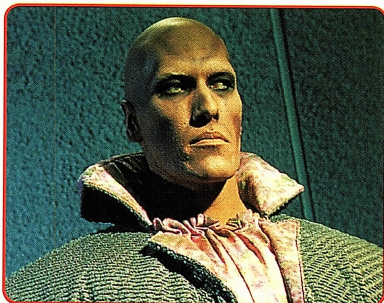


Nog is given a field promotion to the rank of ensign.



R continued

Ruk This large android was built by the **Old Ones** on **Exo III**, millenia ago. Ruk believed that all living beings were a threat. In 2266, an android bodied **Dr. Roger Korby** destroyed Ruk as he battled **Captain Kirk**. (*Starship Log*: 'What Are Little Girls Made Of?' [TOS]) **SEE FILES 55, 68**



◀ **Ruk was one of the few remaining examples of the highly sophisticated technology left by the Old Ones on Exo III. He was larger and much stronger than a typical human.**

Rukani A civilization located in the **Delta Quadrant**. In **Tuvok's** holoprogram '**Insurrection Alpha**', while **Captain Janeway** undertakes a diplomatic mission to the Rukani civilization, **Chakotay** leads a mutiny aboard the **U.S.S. Voyager NCC-74656**. (*Starship Log*: 'Worst Case Scenario' [VOY]) **SEE FILE 71**

Rul the Obscure A member of a species who choose to keep their heads covered. Rul purchased a gold necklace that **Vash** had collected from the **Gamma Quadrant** during **Quark's** auction on **Deep Space Nine** in 2369. (*Starship Log*: 'Q-Less' [DS9]) **SEE FILE 70**

Rules of Acquisition See: **Ferengi Rules of Acquisition** and **Ferengi Rules of Acquisition, Revised**

rulot seeds These agricultural goods are commonly shipped in **Cardassian** space. In 2370, **Kira Nerys** convinced a Cardassian navigational control officer that her cargo was rulot seeds for **Gul Marayn**. (*Starship Log*: 'The Homecoming' [DS9]) **SEE FILE 70**

Rumall stock This broth was an ingredient in **Gideon Seyetik's** personal recipe for **Roasted Waroon**, along with **Kalo roots**, **Gremish**, **Vulcan redspice**, **Humat pods**, and **ice salt**. (*Starship Log*: 'Second Sight' [DS9]) **SEE FILE 70**

Rumarie This **Vulcan** festival was discontinued some time before 1370. The Vulcan Rumarie involved an orgy in which scantily-clad men and women chased one another after being covered in **Rillan grease**. (*Starship Log*: 'Meld' [VOY]) **SEE FILES 8, 71**

Rumpelstiltskin This fictional dwarf, created by Jacob and Wilhelm Grimm of Earth, turned straw into gold. Rumpelstiltskin seemed to appear on **Deep Space Nine** in 2369, but was actually a **Gamma Quadrant** alien. (*Starship Log*: 'If Wishes Were Horses' [DS9]) **SEE FILE 70**



▶ **Sinister guards watched over the slave laborers of Rura Penthe. The prison was nicknamed 'The Aliens' Graveyard,' as death offered the only escape to most inmates.**

Runabout

This small, warp-capable **Federation** space vessel was put into active service in the late 2360's. **Runabouts** are used for short-range trips and feature a separate cockpit, living quarters and transporter facilities. In 2371, **Nog** was instructed to practice for a **Runabout** simulation stress test as part of his **Starfleet Academy** qualification exam. (*Starship Log*: 'Timescape' [TNG]; 'Emissary' [DS9]) **SEE FILES 27, 69, 70**



▶ **The RUNABOUT is a larger, longer-range shuttle ideal for space station-based crews.**

Runara IV In 2373, **Seska** suggested that **Maje Culhuh** use Runara IV, the site of a **Kazon-Halik** base, as his first target for showing off the weapons from the captured **U.S.S. Voyager NCC-74656**. (*Starship Log*: 'Basics', Part II [VOY]) **SEE FILE 71**

Runners, the The **Bajoran** name for a constellation visible from **Deep Space Nine**. **Benjamin Sisko** met **Fenna** while gazing at the Runners in 2370. (*Starship Log*: 'Second Sight' [DS9]) **SEE FILE 70**

Rura Penthe This icy planetoid was the location of a **Klingon** penal colony and **dilithium** mine. **Captain Kirk** and **Dr. McCoy** were sentenced to life on Rura Penthe in 2293, after being wrongly accused of assassinating **Chancellor Gorkon**. (*Starship Log*: **Star Trek VI: The Undiscovered Country**) **SEE FILE 11, 43, 77**

Rurigan The only biological person living on the planet **Yadera II**. Rurigan used a **hologenerator** to recreate his village and its inhabitants after they fell victim to **Dominion** forces in 2340. (*Starship Log*: 'Shadowplay' [DS9]) **SEE FILES 18, 70**

Rurik the Damned This ancient **Klingon** was honored with a statue in the **Hall of Warriors** on **Ty'Gokor**. Rurik's liberation of **Vrax** and defeat of **Zora Fel** was legendary. (*Starship Log*: 'Apocalypse Rising' [DS9]) **SEE FILES 11, 70**

Ruk
Rukani
Rul the Obscure
Rules of Acquisition
rulot seeds
Rumall stock
Rumarie
Rumpelstiltskin
Runabout
Runara IV
Runners, the
Rura Penthe
Rurigan
Rurik the Damned
Rushton infection
Rusot, Gul
Russell
Russell, Benny
Russell, Dr. Toby
Russol, Gul
Ruth [1]
Ruth [2]
Rutharian sector
Rutia IV
Rutledge NCC-57295, U.S.S.
Ruwon
rybo-viroxic-nucleic structure [RVN]
ryetalyn



▶ **A bizarre alien representation of Rumpelstiltskin appeared on station DEEP SPACE NINE in 2369, along with baseball player Buck Bokai.**



▶ **The inhabitants of the holographic village developed by Rurigan were unaware of their true nature.**



Rushton infection

A potentially lethal introduction of foreign microorganisms into the body. **Marla Aster's** husband died of a Rushton infection in 2361. (*Starship Log: 'The Bonding'* [TNG])

SEE FILE 44, 69

Rusot, Gul

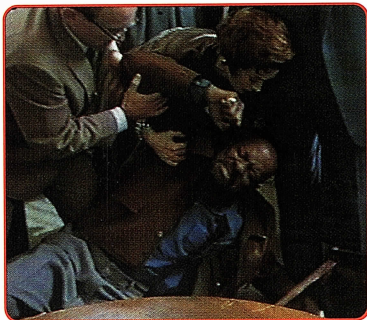
This **Cardassian** officer was allied with **Legate Damar** in the revolt against the **Dominion** occupation of Cardassia in 2375. (*Starship Log: 'The Changing Face of Evil'* [DS9])

SEE FILE 70

Russell

A member of the engineering staff on the **U.S.S. Enterprise NCC-1701-D** in 2366. Russell helped **Geordi La Forge** restore partial long-range sensors during the incident with **Tin Man**. (*Starship Log: 'Tin Man'* [TNG])

SEE FILE 69

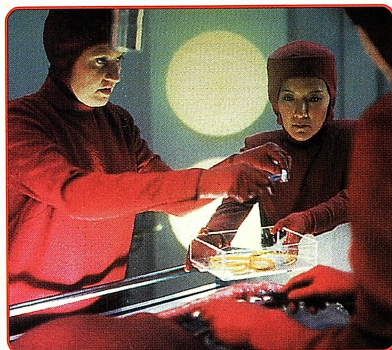


Russell, Benny

A magazine writer in a version of 1950's New York. The alter ego of **Benjamin Sisko**, Russell struggled against racial bias and attempted to challenge attitudes through the science-fiction genre, notably with his short-story '**Deep Space Nine**'. (*Starship Log: 'Far Beyond the Stars'* [DS9])

SEE FILES 43, 70

In a series of unexplained visions, Sisko took on the persona of Benny Russell, a struggling science fiction writer.



Russell, Dr. Toby

A brilliant but unethical neurogeneticist from the **Adelman Neurological Institute**. Dr. Beverly Crusher brought Russell to the **U.S.S. Enterprise NCC-1701-D** in 2368, hoping her **genetronic replicator** could give **Worf** a new spine. (*Starship Log: 'Ethics'* [TNG])

SEE FILE 69

Toby Russell pioneered the revolutionary genetronic replication procedure that could restore the use of paralyzed limbs. Unfortunately, some of her patients died during surgery.

Russol, Gul

One of **Odo's** most reliable **Cardassian** informants. Russol was executed when Cardassia joined the **Dominion**. A defecting **Weyoun** used a false coded message from Russol to meet with Odo in 2375. (*Starship Log: 'Treachery, Faith, and the Great River'* [DS9])

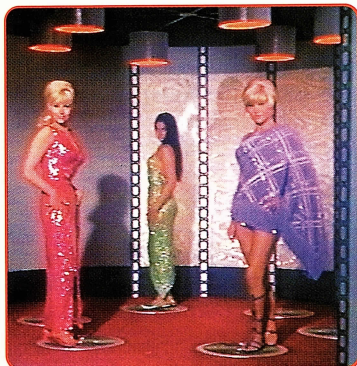
SEE FILE 70

Ruth [1]

One of **Mudd's** beauties. She was promised marriage on **Ophiucus III** in 2266, though she eventually married a **lithium** miner on **Rigel XII** via **subspace** radio. Ruth remained alluring even when supplies of the **Venus drug** ceased. (*Starship Log: 'Mudd's Women'* [TOS])

SEE FILES 44, 68

The Venus drug made Ruth and her fellow brides even more alluring than usual.



Ruth [2]

This beautiful blonde captured **James T. Kirk's** fancy in 2252. A duplicate of Ruth was manufactured on the **amusement park planet** from Kirk's memories of her. (*Starship Log: 'Shore Leave'* [TOS])

SEE FILE 4, 43, 68

The beautiful Ruth was one of James T. Kirk's earliest romantic interests.

Rutharian sector

The region of the **Beta Quadrant** to which **Starfleet Captain Lisa Cusak's** distress call was traced. Her ship, the **U.S.S. Olympia**, and its crew perished in 2371. (*Starship Log: 'The Sound of Her Voice'* [DS9])

SEE FILE 70

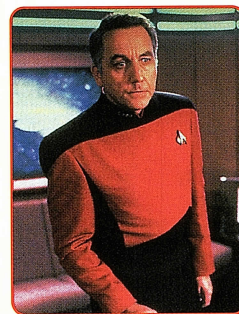
Rutia IV

This **Class-M** planet was a trading partner with the **Federation**. Rutian males have a stripe of white hair, while females have red hair. Rutia IV is plagued by violent terrorists, and in 2366 they captured **Dr. Beverly Crusher** of the **U.S.S. Enterprise NCC-1701-D** in an attempt to pull the **Federation** into the conflict. In 2368, a Rutian archeological vessel was spotted near **Dulisian IV**. (*Starship Log: 'The High Ground'* [TNG])

SEE FILES 18, 43, 69



Rutia IV was plagued by terrorist attacks during the 2360's, carried out by the violent Ansata Separatist Movement.



Rutledge NCC-57295, U.S.S.

This **New Orleans-class** ship distinguished itself during the first **Federation-Cardassian** war, under the command of **Captain Benjamin Maxwell**. In 2373, the **Rutledge** engaged the **Klingons** in the **Archanis sector**. (*Starship Log: 'The Wounded'* [TNG]; '... Nor the Battle to the Strong' [DS9])

SEE FILES 31, 69, 70

The U.S.S. RUTLEDGE, under the command of Captain Maxwell, arrived too late to prevent the Setlik III massacre.

Ruwon

A senior member of the **Romulan** team who visited **Deep Space Nine** in 2371 to collect **Starfleet's** **Dominion** intelligence. Ruwon intended to end the **Dominion** threat by collapsing the **Bajoran** wormhole. (*Starship Log: 'Visionary'* [DS9])

SEE FILE 70

rybo-viroxic-nucleic structure [RVN]

This part of the genetic blueprint governs body changes associated with puberty. In 2369, a **U.S.S. Enterprise NCC-1701-D** transporter failed to include RVN during reassembly, resulting in **Captain Picard**, **Ensign Ro**, **Keiko O'Brien**, and **Guinan** rematerializing as children. (*Starship Log: 'Rascals'* [TNG])

SEE FILES 43, 69

ryetalyn

This unusual ore is the key ingredient in an antitoxin for **Rigelian fever**. **Dr. McCoy** could process ryetalyn into the antitoxin in three hours. The presence of **irillium** in ryetalyn compound nullifies its beneficial effects. (*Starship Log: 'Requiem for Methuselah'* [TOS])

SEE FILE 68



S

SCM Model 3

This powerful superconducting magnet was among the standard equipment kept onboard the **U.S.S. Enterprise NCC-1701-D**. **Salia** won **Wesley Crusher's** heart by identifying the SCM and cautioning that, when activated, it could extract the iron from his blood cells. (*Starship Log: 'The Dauphin'* [TNG]) **SEE FILE 69**

SETI

An abbreviation of Search for Extraterrestrial Intelligence. This 20th-century Earth project used radio telescopes to scan for life beyond the Sol system. SETI was funded by **Henry Starling's Chronoworx** corporation, and based at the Griffith Astronomical Lab. A carefully designed SETI greeting, like the one **Rain Robinson** transmitted to the **U.S.S. Voyager NCC-74656**, invited two-way communications with any sentient alien life form. (*Starship Log: 'Future's End', Part I* [VOY]) **SEE FILE 44, 71**

Saavik

This female **Vulcan**, who had a habit of quoting regulations, was **Spock's** protégé. She was a cadet at **Starfleet Academy** in 2285. After an ill-fated cadet training voyage aboard the **U.S.S. Enterprise NCC-1701**, Saavik was assigned to the **U.S.S. Grissom NCC-638** and given the task of studying the **Genesis planet**. She later helped

rescue the rejuvenated **Spock** from the dying world. Saavik returned to Vulcan in 2286. (*Starship Log: Star Trek II: The Wrath of Khan; Star Trek III: The Search for Spock*) **SEE FILES 43, 73, 74, 75**

⚡ **Saavik proved to be an extremely capable officer, and played an integral part in studying the Genesis Planet.**



Sabak's armor

This mythical object is venerated by the **Klingons**. Sabak's armor is considered one of their culture's most important symbols. (*Starship Log: 'The Sword of Kahless'* [DS9]) **SEE FILES 11, 70**

Saber class

This class of **Starfleet** fighter ship is renowned for its maneuverability. The **U.S.S. Yeager NCC-81947**, which fought the **Borg** in 2373, is a **Saber-class** ship. (*Starship Log: Star Trek: First Contact*) **SEE FILES 31, 79**

sabre bear

A species of wild animal which prowls **Kang's Summit** on **Qo'noS**, the **Klingon** homeworld. The sabre bear is most dangerous when trapped. **Dominion** forces kidnapped **General Martok** when he was hunting sabre bear in 2371. (*Starship Log: 'In Purgatory's Shadow'* [DS9]) **SEE FILES 47, 70**



⚡ **Rain Robinson worked on the SETI project from a cluttered office near Los Angeles. She was surrounded by walls of technical equipment.**

Sacajawea

This **Type-6 shuttlecraft**, named after a female Native American guide, was assigned to the **U.S.S. Voyager NCC-74656** in 2371. In 2373, the **Sacajawea** was overpowered by a magnetic storm and crashed on a desolate planetoid. (*Starship Log: 'Coda'* [VOY]) **SEE FILES 30, 71**

Sacred Chalice of Rixx, The

A **Betazoid** relic in the custody of **Lwaxana Troi**. **Deanna Troi** called it a "moldy old pot," although **Lwaxana** frequently cited possession of the Chalice as proof of her importance. (*Starship Log: 'Haven'* [TNG]; *'The Forsaken'* [DS9]) **SEE FILES 58, 69, 70**

Sacred Marketplace

This business complex on **Ferenginar** is the location of the **Tower of Commerce**, **Ferengi Commerce Authority**, and numerous other agencies. The **grand nagus** uses the Marketplace's grand steps as a backdrop for significant public announcements. (*Starship Log: 'Prophet Motive'* [DS9]) **SEE FILES 14, 70**

Sacred Texts

The **Bajoran** equivalent of Earth's Bible. In 2370, **vedeks Winn** and **Bariel** discussed their differing interpretations of what the Texts said about the **Prophets'** love for the Bajoran people. (*Starship Log: 'The Collaborator'* [DS9]) **SEE FILES 10, 70**

Sadie Hawkins Dance

A social gathering at which role reversal results in the females pursuing the males. **Sadie Hawkins** was from 'Li'l Abner', a 20th-century Earth cartoon strip. **Data** was once humiliated at a **Sadie Hawkins Dance** at **Starfleet Academy**. (*Starship Log: 'The Game'* [TNG]) **SEE FILES 55, 69**

SafeTech

This commercial enterprise provided security and information systems, such as fingerprint databases and retinal scans, on Earth in the 2020's. SafeTech owned **Channel 178** on the Net. (*Starship Log: 'Past Tense', Part I* [DS9]) **SEE FILE 70**

safety protocols

This component of a **holodeck** program prevents permanent injury or death during a holographic experience. Also known as **safeties**, the subsystem could be turned off by individuals with proper authority. (*Starship Log: 'The Big Goodbye'* [TNG]; *'Our Man Bashir'* [DS9]; *'The Killing Game', Part I* [VOY]) **SEE FILES 66, 69, 70, 71, 79**

SCM Model 3

SETI

Saavik

Sabak's armor

Saber class

sabre bear

Sacajawea

Sacred Chalice of Rixx, The

Sacred Marketplace

Sacred Texts

Sadie Hawkins Dance

SafeTech

safety protocols

Sahndara

Sahsheer

Sahving Valley

Sakar

Sakari

Sakharov

Sakkath

Sakonna

Sakura Prime

Sakuro's disease

Salazar

salenite miners

Salia

Salish

salt vampire

Saltah'na



⚡ **Lwaxana Troi was a Daughter of the Fifth House, Holder of the Sacred Chalice of Rixx, and Heir to the Holy Rings of Betazed.**



⚡ **When safety protocols are disabled, the holodeck can become a lethal environment.**



Sahndara

The name given to the sun in the **Platonians'** home system. In 2268, **Parmen** told **Captain James T. Kirk** that a millennium ago, Sahndara had gone nova and only 38 people in the system had survived. (*Starship Log: 'Plato's Stepchildren'* [TOS]) **SEE FILES 18, 58, 68**

Sahsheer

This fragile crystal found in the Andromeda Galaxy forms so quickly that it appears to grow. Sahsheer resembles bottlebrush flowers. In 2369, a cargo of **Tamen** Sahsheer was bound for **Largo V**. (*Starship Log: 'By Any Other Name'* [TOS]; *'Babel'* [DS9]) **SEE FILES 68, 70**

Sahving Valley

This region on **Bajor** is where **Li Nalas** became a **Bajoran** hero by killing **Gul Zarale**. (*Starship Log: 'The Homecoming'* [DS9]) **SEE FILE 47, 70**

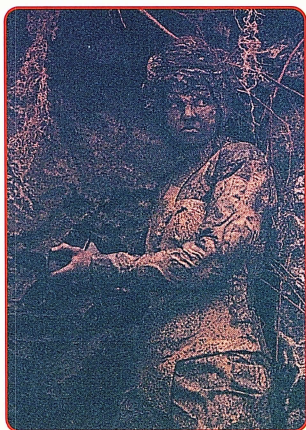
Sakar

The theoretical insights of this **Vulcan** scientist opened the door to new ways of thinking, much as did the works of **Dr. Richard Daystrom** and Albert Einstein. (*Starship Log: 'The Ultimate Computer'* [TOS]) **SEE FILE 68**

Sakari

This civilization on the fourth planet of a **Delta Quadrant** system was assimilated by the **Borg** in the mid 24th-century. The surviving members of the Sakari, and their descendants, lived in the expansive network of caves beneath the planet's surface, fearing the Borg's return. (*Starship Log: 'Blood Fever'* [VOY]) **SEE FILES 18, 71**

▶ **Following the Borg's assimilation of their civilization, the Sakari retreated to the caves beneath their planet's surface, camouflaging themselves against the rock faces.**

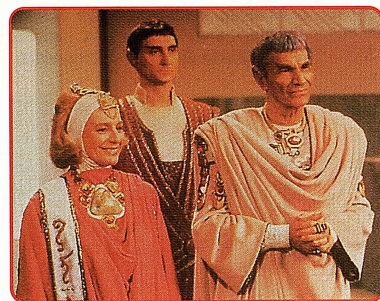


Sakharov

This shuttlecraft, named after Russian scientist Andre Sakharov, was assigned to the **U.S.S. Enterprise NCC-1701-D**. It was destroyed in 2366, when **Q** took it to face the **Calamarain**, saving the *Enterprise* in the process. (*Starship Log: 'Unnatural Selection'* [TNG]) **SEE FILES 25, 69**

Sakkath

This male **Vulcan** worked for **Ambassador Sarek** during the **Legaran** conference of 2366. Sakkath used his mind to help Sarek maintain control in the face of his advancing **Bendii Syndrome**. (*Starship Log: 'Sarek'* [TNG]) **SEE FILES 8, 45, 69**



▶ **Sakkath used the control and stability of his own mind to withhold the effects of Sarek's Bendii Syndrome during complex negotiations.**

Sakonna

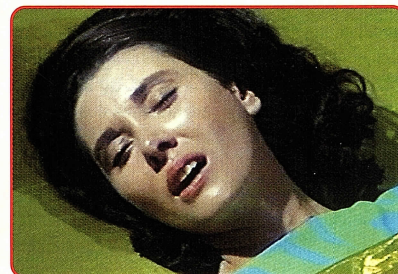
This female **Vulcan** wanted **Quark** to broker **Maquis** arms purchases, and participated in the kidnapping of **Gul Dukat** in 2370. She attempted to **mind-meld** with Dukat, but to no avail, and was later apprehended. (*Starship Log: 'The Maquis', Parts I and II* [DS9]) **SEE FILES 18, 70**

Sakura Prime

This **Alpha Quadrant** world was known mostly for the heartless acts committed by its former dictator, **Sural**. (*Starship Log: 'Dreadnought'* [VOY]) **SEE FILE 71**

Sakuro's disease

This rare illness can prove fatal without medical intervention. Symptoms include fever, perspiration, and loss of strength. In 2267, Sakuro's disease felled **Commissioner Nancy Hedford**. (*Starship Log: 'Metamorphosis'* [TOS]) **SEE FILE 44, 68**



▶ **Federation Commissioner Nancy Hedford succumbed to Sakuro's disease, but was saved by merging with the Companion in 2267.**

Salazar

In 2370, this officer was part of the skeleton crew aboard the **U.S.S. Enterprise NCC-1701-D** under **Dr. Beverly Crusher's** command. As **transporter chief**, Salazar was responsible for rescuing away team members from **Lore** and the self-aware **Borg**. (*Starship Log: 'Descent', Part II* [TNG]) **SEE FILE 69**

salenite miners

These quick-tempered ore extractors on **Pentarus V** were in dispute with their management in 2367, believing that their needs were not being met. **Captain Jean-Luc Picard** was called in to help resolve the issue. (*Starship Log: 'Final Mission'* [TNG]) **SEE FILE 69**

Salia

This 16-year-old female **allasomorph** was raised to lead **Daled IV**. When her education on **Klavdia III** was completed in 2365, Salia boarded the **U.S.S. Enterprise NCC-1701-D** to go home. She spent much of the voyage in the company of **Wesley Crusher**. (*Starship Log: 'The Dauphin'* [TNG]) **SEE FILE 69**

Salish

The medicine man for a Native American tribe transplanted to **Miramane's planet**. Salish was engaged to Miramane until **'Kirok'** appeared in 2268, and took his job and his woman. (*Starship Log: 'The Paradise Syndrome'* [TOS]) **SEE FILES 18, 44, 68**

salt vampire

See M-113

Saltah'na

This **Gamma Quadrant** culture was consumed by war. The last remnants of the Saltah'na were spheres containing a telepathic matrix account of their final battle. The spheres were brought to **Deep Space Nine** in 2369 and the Saltah'na telepathic matrix superimposed itself onto the minds of the station's senior staff, giving each a role to play in a recreation of the last battle. **Benjamin Sisko** began building a Saltah'na clock as the matrix tightened its grip, and only the efforts of **Odo**, and a matrix interference signal, prevented the last battle from being completed. (*Starship Log: 'Dramatis Personae'* [DS9]) **SEE FILES 66, 70**

▶ **Benjamin Sisko built a Saltah'na clock while under the influence of the ancient race.**

